

BEYOND THE GATES OF
ANTARES



RULEBOOK

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BEYOND THE GATES OF ANTARESTM

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BEYOND THE GATES OF
ANTARES



Foreword

Beyond the Gates of Antares lies a universe vast beyond comprehension, a universe of human endeavour stretching eons into a dark and turbulent past, a universe of embattled civilisations possessed of unimaginable power. Across millions of worlds rival empires are locked in a struggle for dominance, driven by intellects that are as much machine as human, the omniscient integrated machine intelligence of a society and a time very different to our own.

This is the universe of the Seventh Age of Humanity and the setting for our game. Our game is called Beyond the Gates of Antares because that is where our adventures will take us. We will travel through Antarean dimensional gateways to the galaxy spanning empires of the PanHuman Concord and Isorian Senatex, and further to the myriad worlds of the Determinate and beyond. We will board the glittering space borne cities of the Vardari, the great mercantile powers of Antarean space, and we will confront foes as implacable as the Ghar and as merciless as the Renegade NuHu Shards.

Beyond the Gates of Antares was originally conceived as a game and that is where our journey begins. However, our game is only the first step upon a path that promises to take us to new stars and undiscovered worlds. Or at least to a never-ending range of supplements and new models as the Antarean story unfolds over the years to come. It is a living, breathing universe, and one that we intend to realise fully in the form of campaigns, background expansions and – in time – further games exploring the many different aspects of our setting.

Before we begin let us take a moment to explain something of the scope of the Beyond the Gates of Antares game – which we shall refer to as Antares for short. Antares is a tabletop wargame that can be played with relatively few models or, if preferred, with substantial armies depending upon the tastes and ambitions of the players. The premise of our design is that it should be possible to play a challenging and entertaining game with no more than thirty models a side and taking experienced players about an hour to complete. The game is also constructed to be easily scalable, allowing for larger forces if players wish to fight bigger games. The army lists in this book provide all the information needed to play the forces described, providing options for different sizes of game from a scouting force to a full army of conquest.

Antares is essentially a game of infantry combat in which larger vehicles and machines called combat drones play a mostly supporting role. Of course, as bigger battles are contemplated these machines, together with heavy weaponry of all kinds, will assume a greater level of importance, but for the most part the rules of our game are concerned with combat between rival troopers. The level of detail covered by the game rules reflects this emphasis.

The rules themselves might fairly be described as suitable for players with some experience of games of this kind, for they are relatively lengthy and detailed. They are designed to allow for considerable player interaction as well as the influence of advanced Antarean technologies. The underlying mechanics are not in themselves difficult to learn, although some commitment will be needed to read and comprehend the rules. Don't worry about learning the whole game at once – practically impossible in any case – it is far better to get stuck in with just a half dozen models a side to begin with and learn as you go along.

Before we embark let us remember that as gamers we share a common bond not only with each other but – specifically – with our opponents, without whom there would be no games to play, no dice to roll and no reason to collect and paint our armies. All wargames are to a degree collaborative affairs in which, win or lose, it is the adventure of battle that matters most. These rules have been created to help us moderate our games, but no rules can hope to cover every conceivable circumstance, let alone the inconceivable ones! There will always be occasions when we must rely upon our mutual understanding, consideration and good sense. When we ready our forces for battle let those be the qualities we bring to the table along with our armies and dice.

Rick Priestley 2015



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Game Rules Introduction

The rules that follow are intended to represent relatively small actions between rival forces of the vast star-spanning Antarean universe. In our game a single model trooper represents a single human or alien equipped as depicted by the model itself.

GENERAL

Our game is designed to be played out between two rival forces each controlled by one player. The game is played in turns and both sides participate in each turn. Games are played either for a set number of turns, after which we work out which side has won, or until one side achieves its game objective or renders the enemy unable to continue.

Where players prefer, games could also be played between two sides, each side represented by two or more players, or between three or more sides. These variants of play are discussed further in the Scenario rules on page 138.

SIZE OF GAMES

The number of models required to play depends on the army chosen and the size of force the players wish to deploy. A small scouting engagement will typically involve fewer than 20 models on each side. A larger offensive might easily include 50 or so models. Even bigger forces are certainly possible should players wish to expand their games further still.

SIZE OF TABLE

Small games can be fitted onto a table as small as 4 x 4 feet but we assume players have access to a table that is 6 x 4 feet or thereabouts. It stands to reason that the bigger the table the bigger a game it will support.

The size of our gaming tables has a direct bearing on how we deal with weapon ranges and troop moves. We have to fit these things into the space we have available.

That means the ranges we give for weapons may seem relatively short when we consider the actual ranges of contemporary real world weapons. This is because we apply a scaling effect for the sake of practicality so our games can take place in a reasonable space.

SETTING UP THE GAME

The rules for choosing forces and setting up games ready to play are covered in the **Army Lists** and **Scenarios** sections. See pages 158 and 138. In this section we will deal with the rules of the game itself.

DICE

For the most part, the Antares game uses ten-sided dice numbered 1 to 10 (D10s) to regulate play. You will need about a dozen D10s including some of different colours if possible. You will also need a few ordinary six sided dice (D6s) and a few three and four sided (D3s and D4s).

If players find themselves lacking a specific dice it is perfectly acceptable to roll a D10 or D6 and just re-roll numbers beyond the range required. So, to get a D4 simply roll a D6 until you get a score of between 1 and 4.

We often make mention of D5s, although it may be possible to obtain such a dice, generally speaking we roll a D10 and half the score rounding up to get a result of between 1 and 5. So, 7 rolled is a result of 4, for example. Note that a D3 can also be a D6 roll halved in exactly the same way, a roll of 5 becoming 3, for example.



MEASURING

A tape measure marked in inches will be needed to measure distances during play, for example ranges for weapons and moves for squads.

Players must declare what their units are going to do first and then make any necessary measurement afterwards. It is not permitted to measure distances beforehand. If we declare an intention to shoot and find ourselves out of range then it's just tough luck – the shot has no effect and is wasted. Curses!

In most cases, when we make measurements between models we measure between their base edges. In some cases we measure from a weapon model or to the body of a model instead. For example, when we shoot at a large target such as a vehicle we measure to the vehicle's body. These cases are explained in the rules that follow.



ORDER DICE

During play, units are given different kinds of instructions or **orders**. There are six different orders: *Fire*, *Advance*, *Run*, *Ambush*, *Rally*, and *Down*. We use a special six-sided **order dice** placed next to each unit to show the order it has been given.

Each player will need their own set of distinctly coloured but otherwise identical order dice; for example Concord green and Ghar grey. The number of order dice needed depends on the type of units in the army. In most cases you will need as many dice as you have units.

Order dice are included in most squad boxes when you buy Beyond the Gates of Antares models. Further dice are available from Warlord Games in a range of colours, including various different and attractive special colour combinations allowing you to personalise your force.



DICE BAG

During the game both sides' order dice are placed together in a container and drawn blind one at a time to determine which side acts next. We always refer to this container as a *dice bag* in the text. However, any suitable container will do so long as it allows you to draw the dice unseen.

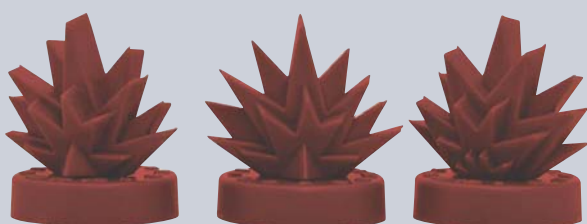
A range of dice bags is available to go with different Antarean forces. As well as being a necessary part of the game, these bags are a very useful means of carrying all the dice you need to play.

PIN MARKERS

When units are hit by enemy fire they gain pins. The more pins they have the harder it becomes for troops to respond to orders, to shoot accurately, and to react to enemy actions. We use a pin marker to keep track of the number of pins on a unit.

A pin marker is a small dial in the shape of a shell burst or energy blast. The dial can be rotated to show the number of pins on a unit from 1 upwards. Pin markers are available separately from Warlord Games and are included in the basic game set.

As an alternative to the pin marker a small coloured dice can also be used to mark the number of pins on a unit, or a numbered chit, or any comparable method will do the job just as well if players prefer.



STATS

Different kinds of models have different game statistics or 'stats'. In most cases, all the models comprising a unit have the same 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 tests for movement and especially when moving through difficult terrain or attempting to sprint.

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

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

Resist (Res). The Resist stat is used when working out the result of enemy attacks. The higher the value the better the chance of avoiding damage or death. If a Res stat has a second number in brackets this shows the Res stat plus the default value of any armour. This can vary depending upon circumstance so it is shown separately.

Initiative (Init). The Initiative stat is used when making reactions to determine if a unit can react or not.

Command (Co). The Command stat is mainly used when testing to receive orders. It is also used for taking break tests, recovery tests and otherwise as directed in the rules. It represents a combined measure of training, team cohesion and individual courage. The higher the Command stat the greater is the chance a unit acts upon its orders.

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

MAKING D10 TESTS

Units or individuals test against their stat values to decide whether they succeed in what they are trying to do. For example, to decide if a model hits its target with a plasma carbine shot we test against the model's Acc value. This value is based on the model's stat and modified as necessary by circumstances as described in the Shooting rules page 24.

A D10 dice test is made as follows. Roll a D10. If the number rolled is equal to or less than the tested value the result is a success. If the number rolled is greater than the tested value the test is failed. Bear in mind that some ten-sided dice have a 0 rather than a 10 on one side. This is still a 10!

When you are making stat tests for a group of models at once it is convenient to roll all the dice at once. Where it is necessary to distinguish between the scores required, roll separately or use a differently coloured dice for different scores.

The Rule of 1s and 10s

As a general principle, throughout the rules tests made against stats 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. 1's are always a good result and 10's are always a bad result!

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

Conversely, as well as failing the test, a roll of 10 often triggers a penalty result.

The rule of 1s and 10s holds good throughout the game rules with a few variations on the idea, as we shall see. Keep an eye out for this in the rules that follow and bear in mind that bonuses and penalties can apply.

The Rule of Re-rolls

Sometimes a player is allowed to re-roll a failed test for some reason, for example a unit that incorporates a spotter drone is allowed to re-roll a missed shot. In other situations a player may be obliged to re-roll a successful test. These situations occur throughout the rules.

As a general principle, when re-rolls are allowed or necessary the re-rolled result stands and cannot be re-rolled again. So, even where a test might be entitled to a re-roll for two or three different reasons, only a single re-roll is permitted. In other words, you cannot re-roll a re-roll!

SPECIAL RULES

Many units have one or more associated special rules. Some units have rules that are unique to them, but in most cases special rules apply to a broad class of units.

For example, all vehicles are considered to have the 'large' special rule, which affects visibility, their vulnerability as targets and their ability to move in some kinds of terrain.

Special rules are detailed throughout the game rules as they crop up, and they are summarised in a separate section Special Rules for Units on page 133.

"Name's Hansa Nairobi... Just call me Hansa. You new round these parts? Thought so – didn't recognise the face. That is a face, isn't it? Uh, no offence... you never can tell with all these genned-up glory seekers heading out on the Xilos run these days. Tell you what – buy me a drink and I'll show you around. Anything you need to know just ask me 'cos if I don't know I tell you nobody does! 'Cept maybe my partner Bo and you don't want to ask him – nasty streak wider than a Boromite Brood Mother that one."



Freeborn prepare to defend secret base camp in jungle clearing.

Units

Each player's army comprises a number of units. A unit consists of one or more models that move and fight together as a coherent group. Common examples of units include an infantry squad, a support weapon with its crew, or a large vehicle such as a heavy combat drone.

TYPES OF UNIT

To enable us to formulate rules for our game we categorise units into the following types.

INFANTRY

Infantry units are made up of humans, aliens or equivalent drones together with their equipment. A typical infantry unit comprises at least five models and in most cases includes a leader. Some infantry units also include equipment such as spotter drones.



LIGHT WEAPON TEAMS

A light weapon team unit comprises a separate support weapon or device together with its crew. A minimum of two crew are required to operate a light support weapon at full effectiveness. Many weapon team units also include additional equipment such as spotter or batter drones. Light weapon teams are highly mobile and often fight alongside infantry units.



HEAVY WEAPON TEAMS

A heavy weapon team unit comprises a separate heavy support weapon or device together with its crew. A minimum of three crew are required to operate a heavy weapon at full effectiveness. Many weapon team units also include additional equipment such as spotter drones. Heavy weapons are less mobile and often fight from static positions or heavier kinds of vehicle.



WEAPON DRONES

A weapon drone is a small self-sufficient mechanised weapon system – in effect a small vehicle buoyed above the ground and propelled by its own suspensors. Weapon drone units consist of one or more drones and often include additional equipment such as spotter drones and batter drones.



VEHICLES

Vehicles that are larger than weapon drones or ridden bikes typically form a unit of one model, for example a Concord C3M4 Combat Drone. Some vehicles have crews whilst others are autonomous drones. In both cases the vehicle together with its crew and any accompanying equipment forms a single unit.

MOUNTS

Mounted units represent humans or aliens riding individual machines or creatures, such as Interceptor Bikes or Skarks. Mounted units typically consist of three or more models and may be accompanied by equipment such as spotter or compactor drones.



BEASTS

For gaming purposes we consider units of creatures to be 'infantry', either because they are relatively intelligent or fall under the control of some remote intelligence. In cases where we feel the need to make a distinction we call these units beasts. The same rules apply as for infantry. A number of beasts comprises a unit together with any accompanying equipment and drones.



HUMUNGOUS BEASTS

A humungous beast is the living equivalent of a vehicle: a large creature that usually has its own crew to direct it. Such huge monsters are not common aspects of Antarean warfare but there are notable instances, for example the vast Matronite Brood Mother. A unit comprises a single beast together with any crew, weaponry, and accompanying equipment drones or – in some cases – more beasts!

COMMANDERS

Command units represent human, alien or drone commanders and accompanying troops and equipment in some cases. Any of the different kinds of unit already described can be equivalent command units, whether infantry, mounts, or even vehicles. A typical infantry command unit comprises the commander plus up to four additional troops and accompanying equipment drones such as spotter drones.

PROBES

Probes are small aerial drones that roam the battlefield either to gather information, to act as observers, or to guide combat units to their targets. Each probe is an individual unit that usually forms part of a bigger **sharded** unit. See **Shard** page 137.



EXCEPTIONAL

There are a few cases where units fall outside of the types described here – they are exceptions for some reason or other and special rules may apply in some situations. For example, Ghar Outcast Tectorist Scouts are infantry for most rules purposes but count as sharded units like probes for purposes of giving orders. Exceptional units are often variants of another type and we'll deal with them as and when we need to.

BASES

Other than as noted below models are mounted onto individual circular bases. Warlord's Beyond the Gates of Antares range is supplied with bases of the appropriate size where they are needed.

Individual human-sized and comparable models are supplied with bases 25mm across in most cases. Some models that would otherwise fit onto a 25mm base are supplied with a larger base for stability: these are often individual commanders or other unique models.



Larger humanoid and comparable models are supplied with a base that fits. This is usually 40mm across for models defined as 'large' in our game.

Bases are used when measuring distances, arranging units into formations, determining whether units are within cover or affected by weapon blasts, and for various other routines during play. They also stop our models falling over!

WEAPON TEAMS

When it comes to weapon teams players have a choice of how they are based.

For gaming purposes the most convenient method is to base each crewman individually and to either put the weapon on a separate base or leave the weapon without a base altogether.

Alternatively, if the weapon is relatively small one crewman and the weapon can be mounted onto a long 'double base' or onto a 40mm or larger circular base. If this arrangement best suits the model the appropriate base is supplied. This works perfectly well in the game because the weapon is always removed from play when the last crewman falls casualty. Placing a crewman onto a base with the weapon often enables us to pose the crew in a more convincing fashion, shooting the gun or loading a launcher, for example.

Some players prefer to place the entire weapon team onto a single large base as this allows them to create an attractive diorama. If you do this it becomes impossible to move individual models during play or remove them as casualties. It is also less convenient for calculating ranges, hits from blasts, and in various other situations where individual bases are normally used. Canny players will no doubt work round such things easily enough but it is not an option for rules sticklers!



MOUNTS AND BASES

Models riding bikes, creatures or the equivalents are supplied with bases to fit. This is usually a long double base or a large round base depending on the shape of the model.

SWARMS

Swarms are beast units or comparable nanite imago that consist of many individual creatures – often very small creatures modelled as a seething mass. In these cases a number of models are usually attached to a single base to make a swarm base. Appropriate sized bases are supplied with the models, usually 40mm circular bases unless the shape or size of the models demands otherwise.

WEAPON DRONES, VEHICLES AND HUMUNGOUS BEASTS

In these cases models do not require bases for rules purposes and the exact size of any base used is not vital. When it comes to measuring ranges, moves, and various other rules considerations we measure from the body of the model itself instead of its base. Where necessary weapon drones, vehicles and humungous beasts are supplied with a base that is big enough to support the model.

FORMATIONS

Except as noted below, units of two or more models are always arranged into a **formation**. A formation is a group of models where no model is separated from the group by more than 1".

Where a unit includes items of equipment such as a light support weapon, or buddy drones such as a spotter drone, these models are also arranged into the unit's formation.

COMPROMISED FORMATIONS

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

SHARDED UNITS

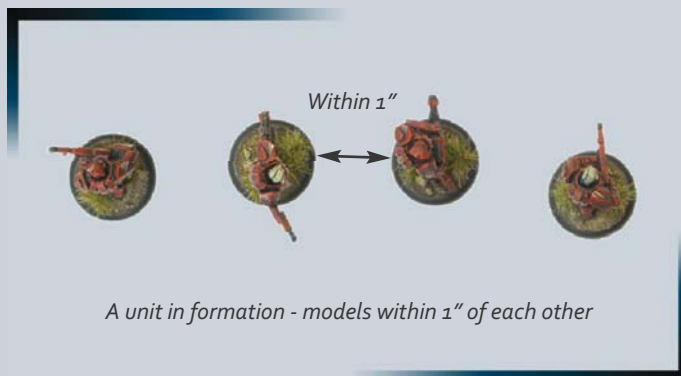
Some units form a collective shard. Although a shard is treated as one unit when it comes to giving orders, each unit in the shard is moved and acts entirely independently. In most cases each unit in the shard is one individual model, for example a shard of targeter probes.

GAPS BETWEEN UNITS

Different units must keep more than 1" apart from each other except where specifically exempt. This applies to all the models in the unit including separate weapons, separate items of equipment, and accompanying buddy drones. In the rules this is written as **>1"** i.e. greater than 1".

Note that it does not matter whether units are friends or foes, they must not be placed within 1" of each other for the sake of clarity during play. In some cases we do allow units to move through each other, as explained in the movement rules, but even in these cases units must end their moves **> 1"** apart. See page 18.

Probes are exempt from the rule that obliges units to maintain a gap **> 1"** from other units. Many kinds of probe work by attaching themselves to the formations of other units, for example targeter probes.



Opposing units that are engaged in an assault are also exempt from the rule obliging units to maintain a gap **> 1"**. Units fighting an assault are moved into touch with each other to show that they are in hand-to-hand combat. For more about how this works see Assaults page 39.

The Turn

ORDER DICE

Before the game begins the players place the number of order dice required for each side in the dice bag. In most cases one order dice goes in the bag for each unit in the force. A force with 8 units has 8 order dice.

If a force includes **sharded** units then put one order dice in the bag for each shard. A shard is a number of separate models that all act at the same time. These are usually probes of one kind or other such as targeter probes. See Ordering Sharded Units page 14.

If a force includes **multiple order dice units** (MODs) then put the unit's MOD value of order dice into the bag. MOD units are typically larger vehicles represented by two or more order dice. See Multiple Order Dice Units on page 17.

TURN SEQUENCE

Antares is played in turns. In each turn the players follow the sequence shown below.

1. Orders Phase:

1. Draw an order dice from the dice bag and hand it to the player it belongs to
2. The player chooses one of his units and gives it an order. Place the order dice next to the unit to show this
3. If necessary, the player takes an order test to determine if the unit follows the order
4. The player works out the unit's resulting action
5. Back to 1. 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 as follows.

1. Units that have a *Down* order must pass a *recovery test* to remove their order as described on page 16
2. Units that have an *Ambush* order can retain the order from turn to turn as described on page 16
3. *Fast* units that have a *Run* order can retain the order from turn to turn as described on page 16

Hansa threw himself to the flinty ground. Plasma bolts hissed past his head, blasting the rock into razor-sharp splinters. The steep slope carried him down in a flurry of loose rock and dust. Hyper-light armour spat violet as his body pounded repeatedly into the jagged surface.

'Armour off!' he growled but the machine blinked on obliviously. Another plasma blast narrowly missed and his suit crackled sullenly.

'For your own safety deactivation is not recommended at this time' the suit responded in a level feminine tone.

'Damn machine!' Hansa had only time to curse before a plasma blast struck him full upon his back, knocking the wind out of him and sending his suit screaming purple. Landing heavily he found himself jammed behind a ledge of rock. Beside him Bo calmly levelled a pistol and discharged a shot in the direction of their pursuers.

'What kept you Hans?' he asked as another of the hired killers fell dead.

DESTROYED UNITS AND ORDER DICE

If a unit is destroyed during the turn it loses its order dice immediately. Remove the order dice either from where it has been placed next to the unit or from the dice bag if it hasn't been placed yet.

If a unit belongs to a **shard** its order dice is only removed from play once all the models in that shard are destroyed.

If a unit is a **multiple order dice** unit (MOD) then it can lose one or more order dice when it suffers damage. In any case, all of its remaining dice are removed from play when the unit is destroyed. See Multiple Order Dice Units page 17.

Order dice removed from play are handed over to the opposing player and placed in plain view so both players can see how many units have been destroyed on each side.

REACTIONS

When a unit is given an order in the orders phase, 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.

Reactions allow units to go *down* under fire, to initiate a *firefight* with enemy shooting at them, or to *dash to cover* when shot at, and so on. The full range and rules for reactions are given under Reactions on page 46. Don't worry about these reactions for now, but bear in mind they can occur throughout the turn sequence in response to enemy orders.



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

“How can you with but a single mind doubt the predictions of the IMTel with its synthesis of so many millions.”

Yu Hamnu



Boromites move into the attack.

Orders

A unit can be given one of the orders indicated on the order dice as follows:

ORDER	Summary of action
1. <i>Fire</i>	Shoot without moving.
2. <i>Advance</i>	Move and shoot.
3. <i>Run</i>	Move quickly without shooting.
4. <i>Ambush</i>	Wait for chance to react.
5. <i>Rally</i>	Lose D6 pin markers.
6. <i>Down</i>	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 the rules for Shooting on page 24.

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.

Note that heavy weapons specifically require a fire order to shoot. If given an advance order they are therefore only able to move. See page 24.

RUN

The unit speeds up its move but cannot shoot its weapons. See the rules for Movement on page 18.

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 46.

RALLY

The unit does not move or shoot. Instead, the unit pauses for breath and gets ready for the following turn by shedding pin markers. See the rules for Pinned Units below.

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 affects the rules for shooting and makes troops harder to hit in most situations. See page 29 for more about how this works.

ORDERING SHARDED UNITS

When you give an order to a shard you use one order dice and every unit in the shard makes the same action. Place the order dice beside one of the units and make the appropriate action with each unit. In most cases shards are probes and the only action they are allowed to make is Run. See Probes page 118.

PINNED UNITS

Normally units make the action you order them to make automatically, without any test required. However, troops become less reliable when stressed or exhausted, in which case it is possible they will fail to do what you want them to. This is represented by the rules for **pins**.

Pinned units have a **pin marker** placed next to them to show they are affected. Adjust the pin marker to show the number of pins on the unit. The more pins a unit has, the harder it will be for it to fulfil its order and the less effectively it will fight.

PINS

Units acquire pins during the course of play, representing a combination of fatigue and stress. Pins are gained when:

- A unit is shot at and hit by an enemy unit. See page 30.
- A unit suffers casualties in hand-to-hand fighting. See page 43.
- A unit becomes exhausted as a result of a special move such as a *sprint* or a move through or into certain kinds of terrain. See pages 20 and 22.
- A unit attempts to react to the enemy and fails to do so. See page 46.

By far the most common 'pin' situation is where a unit is shot at and hit by an enemy unit. One of the objectives of shooting is to pin a target and reduce its fighting effectiveness.

Maximum Pins

A unit is destroyed automatically if it at any time has pins either equal to or more than the base value of its command stat. For example, a unit with Command 8 is destroyed if it has 8 or more pins.

This normally happens immediately, but in the case of hand-to-hand fighting it happens once both sides have fought. See Break Tests on page 44.

We assume that a unit reaching its pin limit is unable to fight on for whatever reason. Perhaps it collapses exhausted or maybe it panics and flees without any thought but escape. A unit



destroyed because it has reached its pin limit is removed from the game in the same way as if enemy shooting had wiped it out.

Effect of Pins

Each pin on a unit imposes a penalty of -1 on the unit's **command**, **accuracy** and **initiative** stat values.

Command is important because it is tested to decide if a pinned unit acts on its orders, as well as in other critical situations. If a unit has a command stat of 8 and two pins its command value is therefore reduced to 6 making success less likely. See Order Tests below.

Accuracy is almost as important as command because it affects a unit's chances of scoring hits when it shoots. The more pins a unit has the less likely it is to be hit. See Shooting page 24.

Initiative is sometimes important because it is tested to decide if a unit can react to an enemy action. The more pins the less likely the unit is to pass this test. See Reactions on page 46.

Pins, Sharded Units and Probes

Sharded units and all probes never take pins regardless of the source, whether from shooting hits or whatever. These are machines with a very specific and focused purpose and limited physical vulnerability.

ORDER TESTS

A unit that has no pins acts upon the order it receives without question. The order dice is placed next to the unit. 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. Roll a D10 and compare the result with the unit's command stat modified for pins as described above (i.e. -1 per pin).

In some exceptional situations a unit may also have to take an order test even if it has no pins. For example, in some cases a unit that has not yet entered the battlefield must take an order test to move onto the table.

PASS

If the result is equal to or lower than the unit's modified command value the unit **passes** the test. A unit that passes an order test removes one pin and then executes the order it has been given.

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. If the unit only has a single pin then a roll of a 1 makes no difference because the unit only has one pin to lose.

FAIL

If the result is higher than the unit's modified command value the test is **failed**. A unit that fails an order test removes one pin and then makes a *down* action rather than the order intended. Rotate the order dice to show that the unit has gone *down*.

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 unit has fallen into momentary confusion and retains all of its pins.

UNITS WITH DIFFERING COMMAND STATS

If a unit comprises models with differing Command stats always use the **highest** value. For example, in a squad where one model has a value of 9 and three models have a value of 7 the squad has a value of 9.

ORDERING PINNED UNITS DOWN

If you order a pinned unit down **no order test is taken**. The unit goes down automatically instead. However, note that when you do this, the unit does **not** lose a pin because it has **not** taken an order test. This is an exception to the rule that units have to take an order test when pinned.

ORDERING PINNED UNITS TO RALLY

The rally order is used to remove several pins from a unit all at once. It is a very useful way of restoring the fighting potential of a badly pinned unit.

When you take an order test to rally **ignore pin modifiers** to the unit's command. So, if the unit's command stat is 8 make the test against 8 even where the unit has pins that would normally reduce this value.

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 as a result of the action. I.e. the unit loses D6+1 pins in total. If a 1 is rolled for the order test the unit removes an additional pin as usual, i.e. the unit removes D6+2 pins.

Except as noted below, if the order test is failed the unit still removes one pin because it has been given an order. The unit goes down instead of rallying because it has failed the order. If a 10 is rolled the unit not only fails the test but it goes down without removing a pin.

MODIFIERS TO ORDER TESTS

Aside from pins, which reduce a unit's command value as described above, further bonuses or penalties are sometimes applied due to the presence of commanders, the effects of some weapons, and in various circumstances that merit it.

These are all dealt with as additional rules where appropriate and need not concern us for the moment.

RETAINING AN ORDER

Once all the order dice in the dice bag have been drawn it is the **turn end phase**. During the turn end phase order dice are gathered up from the table and placed back in the dice bag ready for the next turn except as noted below.

DOWN ORDERS

Units that end their turn with a down order **do not** automatically return their order dice to the dice bag. Instead a special order test is made to determine if the dice is returned. For the sake of clarity this is called a **recovery** test.



You must make this test even if the unit is not pinned.

A recovery test is taken in exactly the same way as already described for an order test, applying the same modifiers to the unit's command stat where necessary. The rule of 1s and 10s applies to recovery tests just as it does to order tests.

If the test is passed one pin is removed from the unit if it has any and the unit's order dice is returned to the dice bag. If the test is passed on a roll of 1 the unit removes two pins where it has more than one (i.e. the same as a pass on a 1 for an order test).

If the test is failed the unit still removes one pin, except as noted below, but the down order is retained and the unit starts the next turn already down. If a 10 is rolled the unit stays down without removing a pin (i.e. the same as a fail on a 10 for an order test).

When a down order is retained the order dice is left where it is and the unit starts the following turn already down. The unit will get another chance to recover at the end of that turn.

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.

If the player decides to retain the ambush order the order dice is left where it is and the unit starts the next turn in ambush. This allows a unit to stay in ambush from turn-to-turn. See Reactions page 46.

RUN ORDERS

A unit that has the **fast** rule can retain a run order **or** return the order dice to the dice bag. This is entirely the player's choice.

If the player decides to retain the run order the order dice is left where it is and the unit starts the next turn with a run order.

A fast unit that starts the turn with a run order can make a run action at the start of the turn immediately before any order dice are drawn from the dice bag. I.e. we treat the unit as if it had drawn the first order dice during the orders phase.

No order test is taken to make a run action when a run order is retained, even where the unit already has one or more pins. We imagine the unit is already in rapid motion and nothing is going to stop it! However, note that no order test is taken, so no pin is removed on account of the unit receiving an order.

If a player has two or more fast units with retained run orders, the units are activated one at a time in whatever order the player likes.

If both sides have one or more fast units with retained run orders, the side with the most run orders goes first with one unit and then both sides alternate. If both sides have the same, randomise which side goes first. Make all retained run orders before drawing order dice for other units.

Note that units with ambush orders can still spring an ambush on a unit with a retained run order as it makes its action. In all respects, the unit is making an action in the same way as if it had been issued a fresh run order.

MULTIPLE ORDER DICE UNITS

Some units have more than one order dice and we call these multiple order dice (MOD) units. MOD units are indicated in the special rule section of their stat line together with the number of order dice they have: MOD2 with two dice, MOD3 with three dice and so on. Most MOD units are vehicles with two order dice, or heavy vehicles with three, but MOD units can be humungous beasts or other kinds of unit too.

As well as regular MOD units, some equipment enables ordinary units to temporarily act as MOD units, usually just for one turn. For example, a Ghar plasma amplifier adds an order dice to a Ghar unit, turning ordinary Battle Squads into MOD2 units and MOD2 units into MOD3.

IMPORTANT! Don't worry about the rules for MOD units until you have a fair grasp of how the game works. Although the additional rules are not complicated in themselves, it's important to learn the basic rules for giving orders first.

Whoa there, young 'un!

First time you've picked up a gun, huh? If you'd take Hansa's advice just don't even think about taking on that big, bad machine for now. Let's see how we get on against something a bit less ambitious to start with. No sense in trying to fly before you've genned yourself a set of wings is there!



MOD ORDER DICE

A MOD unit contributes its MOD number of order dice to the dice bag. A MOD unit can make as many actions during the turn as it has order dice. When a dice is drawn from the dice bag the player can use it to activate any MOD unit that has not yet reached its dice limit.

Orders are issued and order tests taken exactly as with ordinary units. A unit can be given any combination of orders, either the same order repeatedly or a different order each time, as the player wishes.

A MOD unit is always treated as making the action corresponding to the **most recently placed** order dice. Leave the order dice by the unit as they are played so it is clear which is the current order.

Pins are removed when issuing orders in the usual way. This enables a MOD unit to lose more pins each turn than would an ordinary unit because it makes more order tests each turn.

MODS AND DOWN ORDERS

If a MOD unit makes a down action, either deliberately or as a result of failing an order test, this doesn't stop it receiving further orders from its remaining order dice. For example, a unit might fail its order test and go down with its first order, but pass its order test and fire with its second. Both the down and fire order dice would be left in place with fire as the current order.

If a MOD unit has one or more down orders at the turn end phase then make all the recovery tests at the same time by rolling a D10 for each and applying the same modifier to both rolls. Put successfully recovered order dice back in the dice bag, and then remove pins from the unit as per the recovery results.

If recovery tests are failed leave down orders in place as you would for any other unit. If a MOD unit begins a turn with only down order/s this becomes its current order until it receives a further order and makes a different action.

MODS AND AMBUSH ORDERS

If you give a MOD unit an ambush order this applies in the usual way until a further order is given. The ambush ceases to apply as soon as a different order is given because the most recent order is always current.

If a MOD unit has pin markers and a current ambush order it can be given a subsequent ambush order **without** making an order test if the player wishes. This enables the unit to stay on ambush without obliging it to make an order test. However, note that in this case no test is taken so no pin is removed. This is the player's choice, another ambush order can be given in the standard way if the player prefers, but at the risk of failure.

If an ambush is sprung, or if the ambush is given up for another reaction, the most recent action changes to match the chosen reaction. MOD units are no different from ordinary units in this respect. See Reactions page 46.

At the turn end phase any ambush orders the unit has can be returned to the dice bag or retained by the unit in the usual manner. If the unit also has a down order it is acceptable to make the recovery test first before deciding whether to retain an ambush order. As only the most recent order counts it would obviously be pointless retaining an ambush order that was not also the most recent.

FAST MODS AND RUN ORDERS

A MOD unit with the fast special rule can also retain a run order in the same way as other fast units. This is rare because most MOD units are big, lumbering things that rely upon multiple actions to gain speed rather than fast move rates.

As with ambush orders a run order is only useable if it is the most recent order once any other dice have been returned to the dice bag. As with retained ambush orders, it is acceptable to make recovery tests for down orders before deciding whether to retain a run order or not.

MODS LOSING ORDER DICE

Most MODs are vehicles or humungous beasts that make a damage roll when they fail a Res test as described in the Shooting rules (page 36). Some damage results cause MODs to lose order dice, i.e. reducing a MOD3 to MOD2 or knocking down a MOD2 to an ordinary single order dice unit.

When a MOD unit suffers loss of order dice, remove dice that remain in the dice bag first. If none of its dice remain in the bag remove dice that are not the unit's current order, leaving the current order as the default remaining dice.

A MOD unit can't lose its last order dice as a result of a damage roll. Once a MOD unit has only one dice left it is no longer a MOD unit and therefore can't lose further dice in this way.

Movement

Except where otherwise noted, units have a standard move rate (M) of 5". This means a model can move up to 5" when it makes an advance action, up to 10" when it makes a run action (2M) and up to 15" where permitted to make a sprint (3M).

Models with the **fast** special rule move at double this rate. Models with the **slow** special rule move at half the standard rate. Some kinds of models have their own move rate, but for the most part units move either at the standard rate or fast or slow as described.

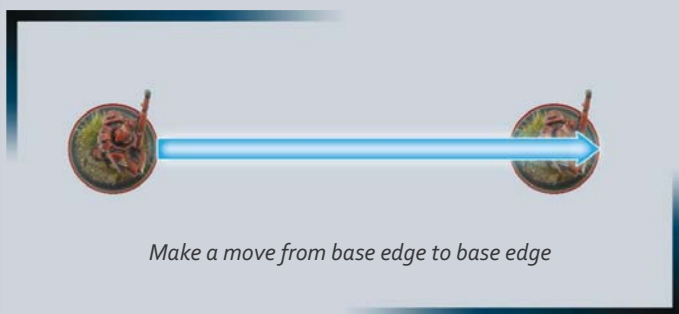
SUMMARY OF MOVE DISTANCES

Action	Standard Move Rate	Fast Move Rate	Slow Move Rate
Advance M	5"	10"	2.5"
Run 2M	10"	20"	5"
Sprint 3M	15"	30"	7.5"

MAKING A MOVE

A unit can move when given an advance or run order. Units can also move when making a dash to cover reaction or an escape reaction and at other times during the game as directed by the rules. In all these cases movement is worked out the same way.

The player can move each model in the unit up to the distance allowed. Distances are measured with a tape measure from base edge to base edge, or from the model's body in the case of weapon drones, vehicles, humungous beasts and any models lacking a base.

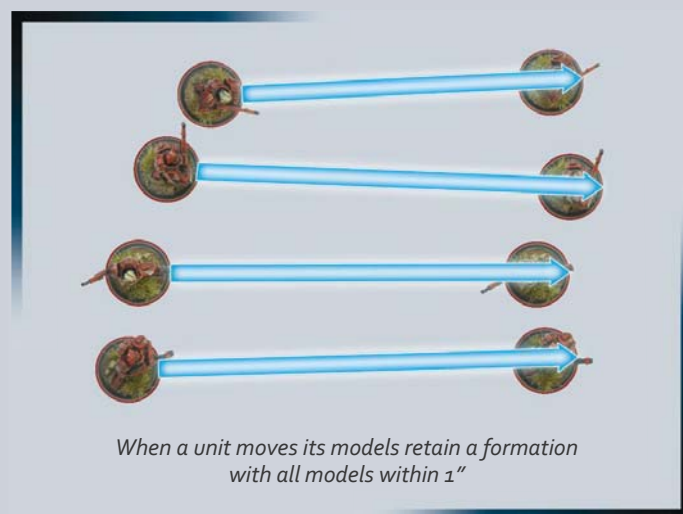


Models are free to turn to face any direction without restriction when they move so long as they remain within their permitted move distance. This caveat ensures models that are mounted on double bases, or vehicles that are

longer than they are wide, don't gain extra movement when turning.

KEEPING FORMATION

Once a unit has moved it must retain a viable formation with models forming a coherent group with no individuals separated by more than 1". See Formations page 11.



Note that the need to keep formation overrides and constrains all other rules that oblige units to move in a certain fashion. For example, a unit that has to move 'as far as possible' will move as far as possible *whilst retaining a viable formation*.

PROXIMITY TO OTHER UNITS

Models can approach within 1" of other friendly units as they move but must complete their move > 1" away from all other units from either side except where specifically exempt.

Models cannot approach to within 1" of enemy units as they move except where specifically permitted to do so; for example, if the unit is a probe or during an **assault** (see Assaults page 39).

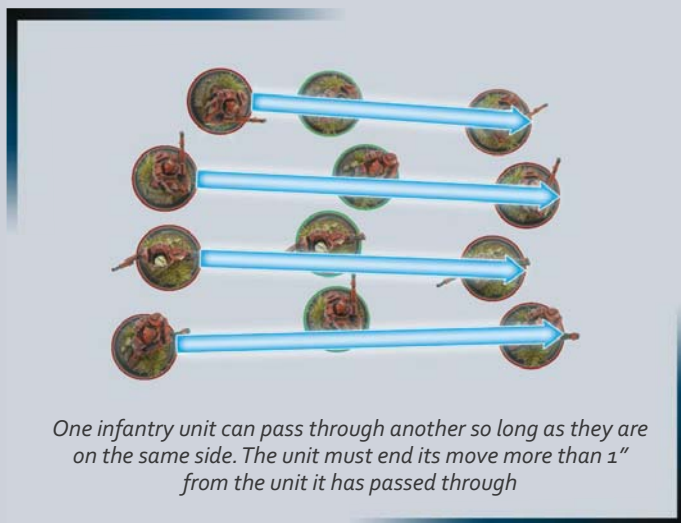
MOVING THROUGH

Models must move around friendly units, enemy units, and impassable terrain except as noted below.

Models can pass freely through probes from either side, and probes can pass freely over models from either side. It is not necessary to keep a gap of > 1" between probes and other units and they can even move into touch with other models. See below for more about moving probes.

Models that belong to the same formation can pass freely through each other as they move (i.e. models in the same unit can move through each other). Obviously, in real life

troopers move together and don't keep bumping into each other just because they are close by. When it comes to moving models in the same unit we assume individuals don't get in each other's way.



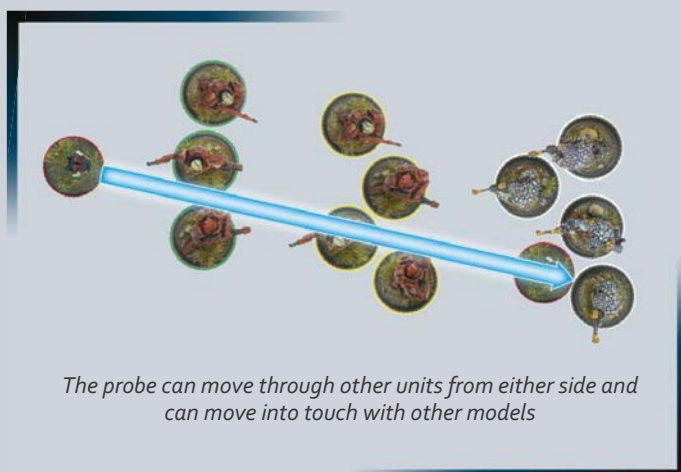
Models belonging to infantry or infantry command units can pass freely through other infantry or infantry command units from their own side (i.e. models from different units can pass through each other so long as both are infantry or equivalent command).

MOVING PROBES

We make a special case for probe units representing small aerial drones. Probes often work by latching on to another unit whether friend or foe, so they are not constrained by the formation rules.

Probe units move up to 20" at a time when given an order. They do not have a different advance and run rate like other units. All probes have a move rate M of 20".

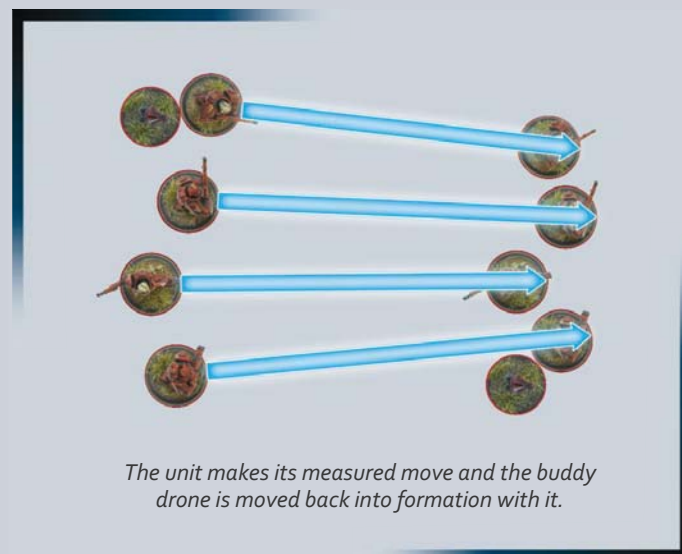
Probes can pass freely through or over any other models from either side as they move. They do not have to keep >1" distance from either friends or enemies. For practicality's sake they cannot end their move on top of another model but they are allowed to move into touch. Many types of probe function by moving into touch with other units and 'latching on'.



MOVING BUDDY DRONES

Some units include attached **buddy drones** as part of the unit's equipment, most commonly *spotter drones*. Buddy drones move along with the units they are attached to. See Buddy Drones page 110.

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. This means we never measure the move of buddy drones and models can potentially move a greater distance than the unit they belong to. This doesn't matter because buddy drones are nimble, rapid little machines that zip through the air buoyed upon their suspensor fields.



Individual buddy drone models can pass freely through models in their own unit and through other units from either side when they move. Once they have rejoined their unit's formation they must be > 1" from any other unit.

MOVING WEAPONS AND EQUIPMENT

Some units have separate weapons or pieces of equipment such as a plasma LS light support weapon carried by a weapon team. In the Antarean universe these items float upon suspensors and have sufficient intelligence to move themselves about. They are as mobile as their operators in most cases.

Weapons and equipment pieces are moved in the same way as the human or comparable models in their unit. They move the measured distance allowed just like their crews and are moved at the same time. They are included in the unit's formation and once the unit has moved they must be > 1" from any other unit.

EXCEPTIONS

We will come across a few exceptions to the general rules given above. These are usually specific to armies or circumstances and we will deal with exceptions when we come to them.



SPRINT

A run action is normally a 2M move of up to 10" for units that move at the standard rate as described at the start of this section. However, most **infantry units**, **mounted units**, **beasts** and equivalent **command units** are allowed to make a faster **sprint** when making a run action. A sprint is a move of 3M or up to 15" for units that move at the standard rate

Other types of units cannot make a sprint, including weapon teams with light support or heavy weapons, weapon drones, vehicles and probes.

Any unit that has the **large** special rule cannot make a sprint unless they also have the **fast** or **rapid sprint** special rules. Many mounted units fall into this category.

The player must give the unit a run order and then state that the unit is attempting a sprint **before** measuring the distance and moving the unit. It is not permitted to move a 2M run and then decide to sprint.

A sprint is a move of 3M or 15" for a unit moving at standard rate, 30" for fast units, and 7.5" for slow units. In all other respects the move is made in the same as any other run action and is considered to be a run action for all rules purposes.

EXHAUSTION

If a unit makes a sprint it risks becoming exhausted at the **end** of its move. This represents stress on man or machine.

Once the unit has finished its move it must test its **agility** (Ag). Roll a D10 and compare the result to the unit's Ag value (see below).

If the test is passed the unit is not exhausted. 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. However, if the unit moves this bonus distance it is automatically exhausted at the end of the move as if it had failed the test. This is entirely the player's choice and the unit does not have to make this bonus move if the player prefers not to do so. For example, if a standard unit has an Ag value of 4 it could potentially sprint 15" and on the roll of a 1 could move a bonus 4" further but would then be exhausted.

If the test is failed the unit becomes exhausted and suffers one **pin** to represent this. If the test is failed on a roll of a 10 the unit suffers **two pins** instead. The troops are obviously in need of some fitness training!

See that leg! Brand new this year that is. Lost the last one in some Lavamite bolt hole. Bit clean off. Snap... gone! One of those times I should've moved a bit quicker. Just get your head down and run for it! If you've gotta move over open ground best go fast as you can. Yeah, you can still see the join – quick regen job – but I kinda like it that way. Reminds me to move faster!



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

SUMMARY OF SPRINT TESTS

Result	Effect
Pass on a 1	No penalty but optional +Ag bonus move and 1 pin
Pass	No penalty
Fail	Exhausted 1 pin
Fail on 10	Exhausted 2 pins

AGILITY

When a unit makes a sprint it makes a test against its **agility** (Ag) **value** as described above. A unit must also test against its Ag value when attempting to move into or through difficult terrain and in various other situations that call for rapid, dextrous or strenuous movement.

AGILITY VALUE

A unit's agility, or Ag, value is its agility stat with any modifiers applied as listed below.

AGILITY MODIFIERS

Situation	Penalty
The unit is moving into or through difficult terrain	As terrain type
The unit is a weapon team with fewer than minimum crew	-1 per crew short

The difficult terrain modifier applies if any of the unit's models are in terrain of the type described at the start of their move, or if the unit is attempting to enter terrain of that kind. See Moving in Area Terrain page 22.

AGILITY TESTS

Agility tests are taken as already described for D10 tests against stats on page 7. As with tests for sprints, 1s and 10s trigger further bonuses or penalties in some situations, depending on what the test is for.

CROSSING OBSTACLES

An obstacle is a barrier – often a defensible barrier – something like a low wall, a tangled line of vegetation, a barricade of wreckage or rubble, a rocky outcrop or the rim of a crater. Specific kinds of feature and rules for them are covered in the section on Terrain on page 50. Here we are concerned with the basic rules for moving up to and over obstacles.

As a general principle an obstacle is a piece of terrain that is more than 2" long and no more than 2" wide including its base



if it has one. A typical obstacle might be something between 6" and 8" long.

MOVES OVER OBSTACLES (M)

Units making an **advance** or M move can move over obstacles without penalty apart from heavy weapons teams and the other exceptions noted on page 22.

Measure the distance moved in the usual way. If a model has insufficient move to cross an obstacle completely it does not cross but halts behind it instead. If some models in the unit can cross and some can't then **none** can cross if this would break the unit's formation.

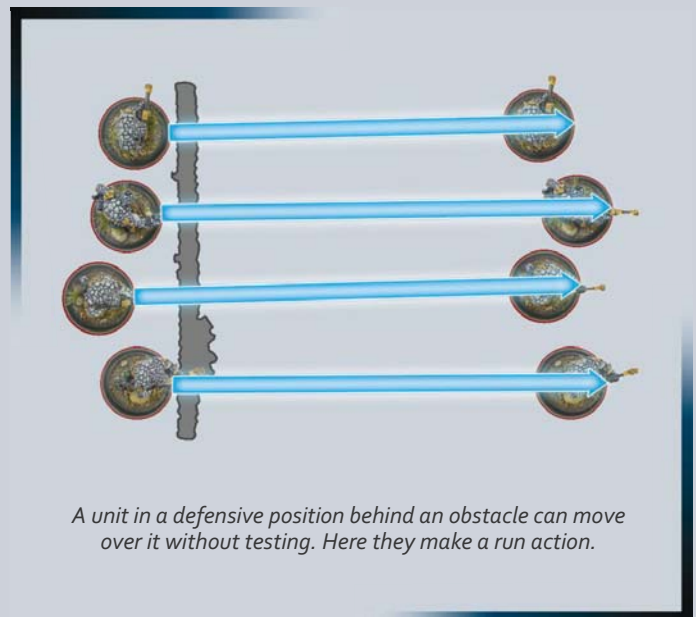
RUN MOVES OVER OBSTACLES (2M AND 3M)

Except for heavy weapons teams and the other exceptions noted on page 22, units making a run move (whether 2M or 3M sprint where allowed) can only cross an obstacle if they take and pass an Agility test. Move the unit up to the obstacle and then take the test.

If the test is passed the unit crosses without penalty and completes its move. If the test is passed on a 1 the spot also becomes a **way over** as noted below.

If the test is failed the unit halts in front of the obstacle and its movement ends. If the test is failed on a roll of 10 the unit suffers a pin in addition to represent the unit encountering unexpected difficulties and becoming exhausted as it attempts to cross the obstacle.

Units in a **defensive position** behind an obstacle at the start of a move can cross without making an Ag test, assuming they could otherwise cross on a successful result. Defensive positions are described on page 32.



WAY OVER (ON A 1)

If a 1 is rolled when making an Ag test to cross an obstacle then the unit crosses without penalty and in addition the spot where the unit has crossed becomes a way over or gap where the terrain has been beaten down or shoved aside to make way for the unit to move over. Mark the way over in some suitable way or rearrange the model terrain to create a gap. Any further units from either side can cross the obstacle at this point without penalty and without taking an agility test. The way over is considered to be open ground.

"I have heard it a thousand times: 'the IMTel does not make mistakes'. And that is the trouble! "

Hansa Nairobi

HEAVY WEAPON TEAMS

Heavy weapon team units cannot cross an obstacle when making an advance or M move unless they take and pass an Agility test. Move the unit up to the obstacle and then take the test. If the test is passed the unit crosses without penalty measuring the distance in the usual way. On a roll of a 1 the unit has found a way over in addition. If the test is failed the unit halts and moves no further that action. If the test is failed on a roll of 10 the unit suffers a pin in addition.

Heavy weapon teams cannot cross an obstacle when making a run move. They cannot cross an obstacle at a run even if they start their move behind the obstacle in a defensive position. They can only cross at a run using an existing way over.

PROBES AND OBSTACLES

Probes can pass over obstacles and any other terrain without penalty. Obstacles are simply ignored when moving probes.

OTHER EXCEPTIONS

In Antarean space big and heavy vehicles are propelled by suspensors and are not therefore affected by obstacles. They can move straight over them. However, some primitive cultures use ancient mechanical vehicles with driven wheels or other bizarre means, for example Ghar crawler vehicles. Similar archaic contraptions might also be used to mount heavy weapons or the equivalents.

We don't have to worry about these oddities for now except to note that they cannot cross obstacles at all in most cases, being unable to clamber over them or gain the height required to pass over the top. Others may have limited obstacle-crossing ability the same as heavy weapon teams, for example Crawlers see Special Rules for Units on page 133.

ASSAULTS ACROSS LOW OBSTACLES

If an assault is made against a unit that has taken up a defensive position behind a low obstacle it is not necessary for the attacking unit to cross the obstacle to reach the defenders. So long as the assaulting unit has enough distance to reach the unit it wants to attack it is sufficient that models move up to the obstacle to count as 'in touch' with their enemy. This is covered as part of the rules for Assaults on page 39.

SUMMARY OF OBSTACLE RULES

Unit type	Advance M	Run 2M or 3M
Unit other than Heavy Weapon Team	No Ag test required	Ag test required to cross unless moving from a defensive position
Heavy Weapon Team	Ag test required to cross	Cannot cross
Probes/Vehicles	No Ag test required	No Ag test required
Crawlers	Ag test required to cross	Cannot cross
Archaic Contraption	Cannot cross	Cannot cross

MOVING IN AREA TERRAIN

A terrain feature is an area that represents a patch of vegetation, cratered ground, a region of marsh, a boulder field and so forth. An area of terrain must be delineated either by a base or by bounding scenery arranged around its edge. Specific kinds of feature and specific rules are covered in the section on Terrain on page 50. Here we are concerned with the basic rules for moving into and through area terrain.

As a general principle areas of terrain should be larger than 2" x 2" to distinguish them from obstacles and are more typically 6" to 8" across.

OPEN, DIFFICULT AND IMPASSABLE

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

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

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

Impassable just means impassable. It is not possible to move into or through the terrain feature at all.

It is possible for an area to be open terrain to one kind of unit whilst difficult or impassable to another. For example, a deep ocean is impassable to infantry units but open terrain to vehicles buoyed on suspensors, which can ride over the water surface. See the Terrain rules for more about specific instances.

MOVES IN DIFFICULT TERRAIN

An Ag test is required when a unit attempts to move into an area of difficult terrain, or if it starts its move already in difficult terrain. Depending upon the type of terrain there can be an Ag modifier. Most kinds of difficult terrain have no modifier, but the more rugged, hard going or obstructive the terrain the greater the modifier.

A model is moving into or through difficult terrain if any part of its base enters the terrain area. In the case of a unit where the body of the model is used for measurement rather than its base,



A unit moving into difficult terrain must make an agility test as soon as it reaches the terrain.



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

the model is in difficult terrain if any portion of its body enters the terrain area, such as a weapon drone or vehicle.

When a unit attempts to move into difficult terrain stop as soon as a model reaches the terrain area and make an Agility test. If a unit is already in difficult terrain at the start of its move then test before moving.

If the test is passed, the unit can complete its move into and through the feature without loss of movement distance. On the roll of a 1 the unit has found a **way through** as noted below.

If the test is failed the unit's move through the terrain is reduced to half pace unless a 10 has been rolled. If a 10 is rolled the unit halts and cannot move into/through the terrain area at all that action.

Models reduced to **half pace** count distances moved in the terrain feature as double. 1" counts as 2", 2.5" counts as 5" and so on. This affects the distance moved by models within the area for that move.

WAY THROUGH

If a unit attempts to move into or through difficult terrain and passes its Ag test on the roll of a 1 then it has found a **way through** the terrain feature. This means that it will automatically pass any further Ag test required to move within the same feature so long as at least one model from the unit remains within the feature. For example, in the following turn if the unit is still within the same feature it could move without testing its Ag because it has found a way through.

Ways through only apply to the unit that found the route and only for so long as the unit remains within the same terrain feature.

RESULTS FOR LARGE MODELS

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

If the test is passed, the unit can complete its move into and through the feature at half pace. On the roll of a 1 no reduction to pace applies and the unit can move through the terrain at its full rate.

If the test is failed the unit halts and cannot move into/through the terrain area. If the roll is a 10 the unit suffers a pin in addition.

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 AND PROBES

Probes are not affected by terrain and can move freely through any kind of terrain. Simply ignore terrain when moving probes.

SUMMARY OF TERRAIN TESTS

	Non-large Models	Large Models
Pass on a 1	Full pace and find way through	Full pace
Pass	Full pace	Half pace
Fail	Half Pace	No move
Fail on 10	No Move	No move and 1 pin

Shooting

Broadly speaking, the majority of units can shoot when given a **fire** or **advance** order. In most cases a model shoots once with the weapon it carries, but rapid firing weapons have one, two or more shots as described later. Units can also shoot when making an assault or initiating a reaction in some situations. See Assaults page 39 and Reactions page 46.

FIRE ACTIONS AND ADVANCE ACTIONS

A unit making a **fire** action shoots without moving. Units making a fire action benefit from the aimed fire bonus of +1 to hit if appropriately armed.

A unit making an **advance** action can move up to 5" (M) and then shoot. Units making an advance action do not **have** to move, but must complete any movement before shooting.

Heavy weapons can only shoot with a **fire** action. A unit can still make an **advance** action and shoot with any non-heavy weapons it carries, but it cannot shoot its heavy weaponry. This applies to all units with heavy weapons, including heavy weapon teams and heavy weapons on vehicles.

UNIT ON UNIT SHOOTING

Shooting is worked out unit on unit in most cases. Any enemy unit can be selected as a target so long as at least one model from the shooting unit has line of sight (LOS) to the target and the target is within range.

All the models in the shooting unit must shoot at the selected enemy unit where they can. Any models unable to shoot at the chosen target because they either don't have LOS or are armed with weapons that are out of range don't shoot at all.

There are a few exceptions made to the above rule to take account of unusual weapons. For example a model equipped with a plasma lance is allowed to shoot at a heavily armoured target whilst the rest of the unit shoots elsewhere. Some weapons, notably **overhead** weapons, don't need LOS to shoot at a target. These exceptions are explained where appropriate.

Vehicles and Humungous Beasts armed with two or more weapon systems can target a separate enemy unit with each system when making a **fire** action. If making an **advance** action then the vehicle must target the same enemy unit with any weapons it shoots.

ARC OF FIRE



Models are turned to face a target when they shoot and can do so freely and without penalty in most cases. 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 that must turn through more than 90 degrees to face a target suffer a penalty when shooting as noted later.

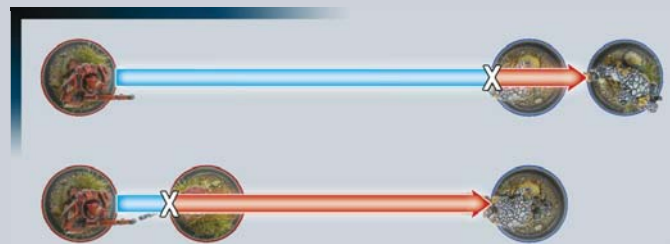
LINE OF SIGHT (LOS)

With most weapons, the model that is shooting must be able to see at least one model in the target unit. We call this clear line of sight or LOS.

Some weapons are designed to lob a missile over the top of intervening terrain or troops and don't need LOS to shoot. These are called **overhead** weapons and we'll deal with rules for them separately.

A model has LOS if a straight unobscured 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. LOS is obscured if:

- LOS passes through the base area of another model from either side. You can't shoot through one model to hit another!



You cannot shoot through the base of one model to hit another. Top red cannot shoot through nearest blue to hit the model behind. Bottom red cannot shoot through his own model to hit blue.

- LOS passes through the formation of another unit. You cannot shoot through one unit to hit another, even if there are gaps within a unit's formation that can be 'seen' through. In reality our troops won't be conveniently standing still whilst under fire!



You cannot draw a line of sight through another unit's formation to hit another unit beyond. So, red cannot shoot through blue to hit green, even though the shot doesn't pass through the base of any blue models.

- LOS passes through the body of a weapon drone, vehicle or humungous beast even where it does not pass through the model's base. Many larger weapon drones, vehicles and humungous beasts are bigger than their base so we make allowance for this.
- LOS passes over intervening hills, slopes or rising ground that obscures the target from the sight of the shooter as judged from the position of the shooter's head. If the shooter cannot see any portion of a target when observed in this way the shot is blocked and the shooter does not have LOS.
- LOS passes through an intervening terrain feature lying between the shooter and target and which blocks LOS as defined in the Terrain rules, for example an area of dense jungle, a building, a towering rock formation etc.
- LOS passes through two or more intervening areas of light terrain or obstacles. For example, LOS could be drawn over an area of low scrub between the shooters and their target, but could not be drawn through a further area of rubble beyond it. See the examples on page 26.

LOS AND BUDDY DRONES

Some units have attached drones called buddy drones. Ignore buddy drones when working out LOS. LOS can be drawn through buddy drones from either side as if not there.

Because buddy drones are ignored for LOS, 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.

Note that buddy drones can't be deliberately targeted, but they can be destroyed with a lucky hit on their unit as described later.

LOS AND PROBES

Probes are small aerial drones similar to buddy drones. Probes are usually sharded units, which means individual probes are free to move independently.

A unit can shoot at a probe if the player wishes to do so drawing LOS to the probe in the usual way. However, LOS can always be drawn **through** probes from either side as if they were not there if the shooter prefers. In this case ignore probes when working out LOS.

LOS AND LIGHT SUPPORT OR HEAVY WEAPONS

When shooting with a light support or heavy weapon, draw LOS from the weapon by sighting along the barrel. This applies for all weapons of this kind including weapon teams, weapon drones and vehicle-mounted weapons. In the case of a weapon drone, the drone must be able to draw LOS to the target from its weapon as well as centre-to-centre in the usual way.

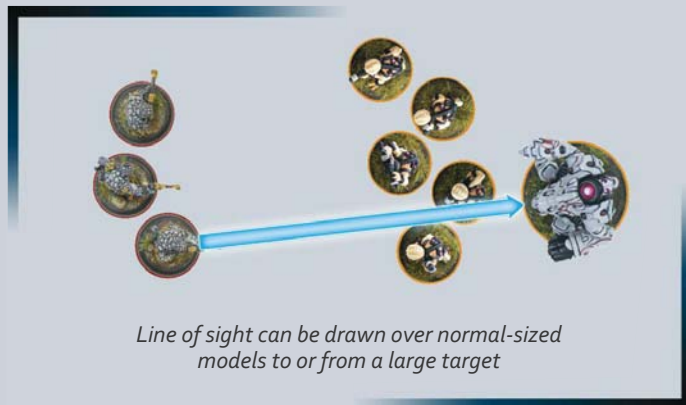
In the case of weapon teams at least one member of the crew must also have LOS to the target. Weapon crew can always draw LOS through their own weapon: their own weapon does not block their LOS to the target!

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: the weapon does not block LOS to its own crew.

LOS AND LARGE MODELS

Models that are significantly larger and bulkier 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 large and bulky models. See the Large special rule on page 134.

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



Line of sight can be drawn over normal-sized models to or from a large target

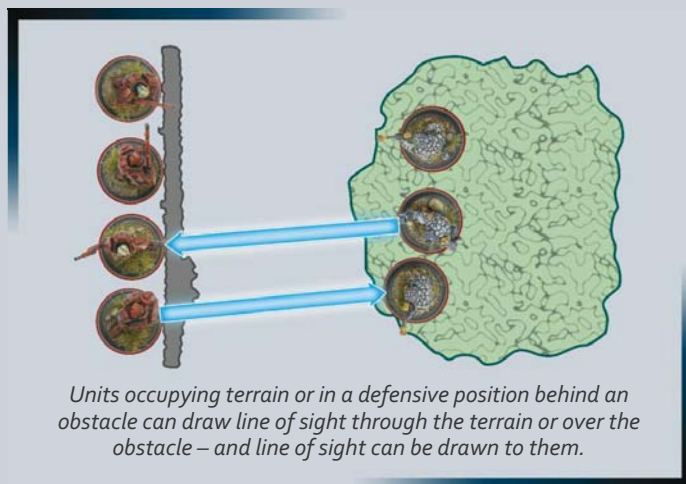
LOS AND OCCUPIED TERRAIN

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

If models are positioned within an area of terrain then they **occupy** that terrain feature and can see and be seen through it. Models occupying terrain will benefit from cover making them harder to kill.

If models have taken up a defensive position behind an obstacle then they also **occupy** that terrain and can see and be seen over it. See Cover (page 32).

In both the above cases just imagine the feature isn't there when working out LOS from or to models that occupy terrain. We will make a few exceptions for special circumstances in due course, but for purposes of explanation it is enough to know that **occupied** terrain is ignored when working out LOS.

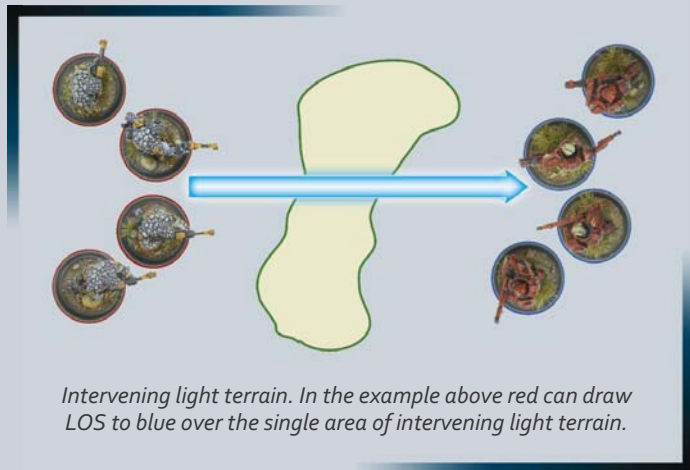


Units occupying terrain or in a defensive position behind an obstacle can draw line of sight through the terrain or over the obstacle – and line of sight can be drawn to them.

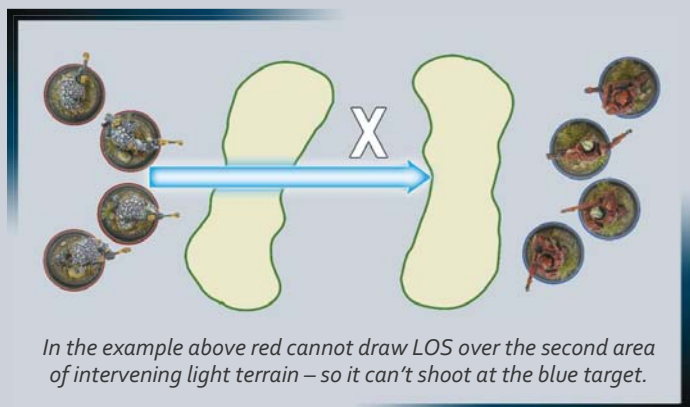
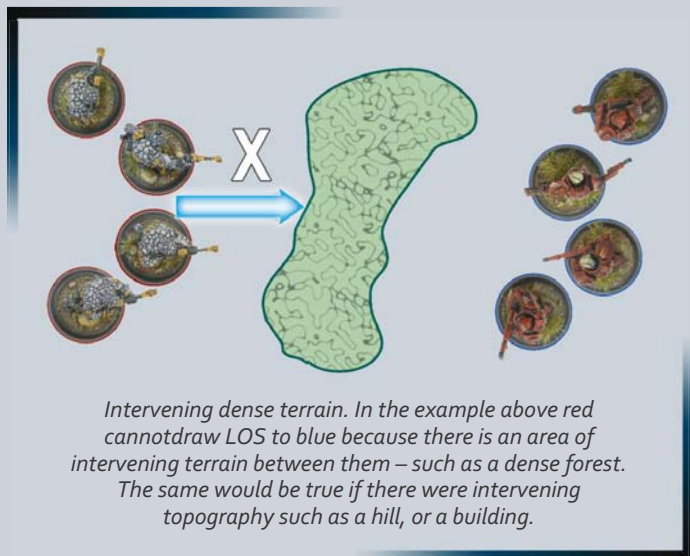
LOS AND INTERVENING TERRAIN

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 to see and therefore harder to score hits on the target.



In most situations shooters cannot draw LOS through intervening **dense terrain** or over a second area of **light terrain** or **obstacle**. However, units positioned on high ground are able to draw LOS over lower features as explained below.

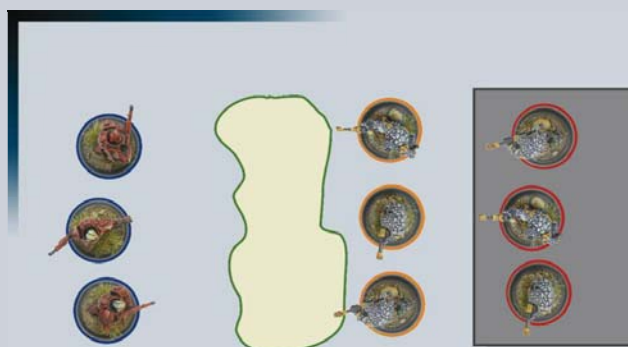


LOS AND HIGH GROUND

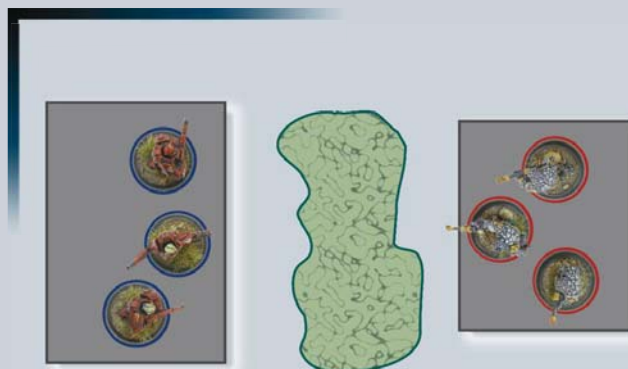
Our battlefield scenery can potentially include high peaks and tall buildings. In reality it would be easier to see over the top of intervening troops or terrain from such a vantage point. We refer to these elevations as **high ground**. Any areas of high ground on the tabletop must be indicated before the game, as described in the section on Terrain on page 50.

When drawing LOS to or from high ground all intervening areas of **light terrain** or **obstacles** on lower ground are ignored. It is possible to draw LOS over any number of these terrain features and no Accuracy (Acc) penalties are applied for shooting over them (see Roll to Hit on page 28).

When drawing LOS to or from high ground any intervening units on lower ground are ignored. It is possible to draw LOS over intervening units whether they are friends or foes.



When drawing LOS from high ground to high ground, for example from one tall building to another, **all** intervening lower terrain, obstacles and units are ignored altogether and no Accuracy (Acc) penalties are applied for shooting over them (see Roll to Hit on page 28).





Shooting through cover reduces the chance of these Boromites being hit.

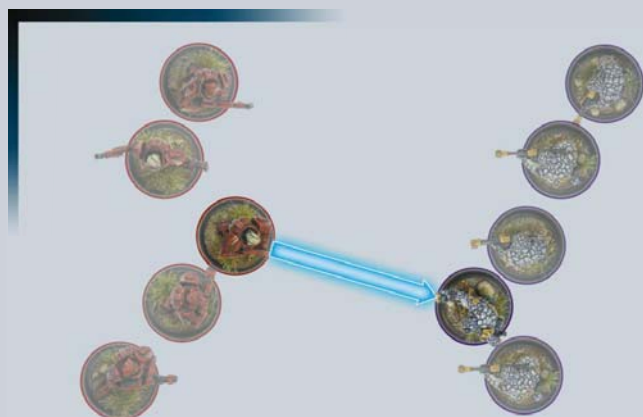
MEASURE RANGE

When a unit shoots, all of its models shoot at the same enemy unit where they can do so as already described.

Don't measure the range for each individual shooter. Instead measure the range between the units, from the **closest** shooting model to the **closest** model in the target unit to which it has clear LOS.

Measure the distance between the two models. Measurement is made base edge to base edge in most cases, or from the gun barrel of the weapon firing in the case of light support and heavy weapons. When measuring to weapon drones and large targets such as vehicles and humungous beasts measure to the body of the model.

The range for the whole unit is the **same** distance. So, if the closest shooter is 10" from the target **all** the models in that unit are considered to be at 10" range.



Measure the range unit-to-unit between the two closest models. This range applies to all shooters.

Although some individuals might be further away from their targets than others, we treat them all as at the same range – the distance between the opposing units. This makes calculation a great deal simpler and means we can consider the effect of shooting in terms of units rather than individuals.

MODELS WITH MULTIPLE WEAPONS

A model can potentially carry two or more ranged weapons. These might be separate weapons, such as a mag pistol and plasma carbine, or it could be a weapon with an attached sub-mounted armament, for example a plasma carbine with an X-sling attachment. However many weapons are carried, models always shoot with one weapon or 'twinned' weapon as noted below, apart from vehicles and humungous beasts that have multiple weapon systems, in which case they can shoot with each weapon system.

Weapon team crews usually carry personal armaments as well as their light support or heavy weapon. Crew can shoot with their own weapons or operate the crewed weapon, but not both at the same time. In most cases the light support or heavy weapon will shoot whilst the crew models operate it.

Some drones and vehicles carry 'twin' versions of weapons, two weapons fixed side-by-side that shoot together. Twinned weapons are a single weapon system and shoot as if they were one weapon but with twice the number of shots.

NUMBER OF SHOTS

Unless specifically stated otherwise a model can only shoot once when it gets a chance to do so. However, 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.

ROLL TO HIT

Roll a D10 for each shot to determine if it strikes the target unit. 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.

If the score is equal to or under the shooter's **accuracy** value (Acc) the shot has hit. If the score is a 1 then the shot hits regardless of the score required and is a **lucky hit** – see below for more about lucky hits.

If the roll is over the shooter's Acc the shot has missed. If the score is a 10 then it is a miss regardless of the score required and a **dud shot** – see below for more about dud shots.

A hit represents a shot that is on target and which has landed within the bounds of the enemy unit. A further test is made to establish if an individual is struck and killed (see Roll to Resist on page 31).

ROLL TO HIT MODIFIERS

A shooter's accuracy (Acc) stat is modified as per the Accuracy Modifiers table to determine the Acc value for shooting. If shooters carry different weapons this may mean some are at different range bands or are using different fire modes, in which case they might need different dice results to score hits.

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. This means the more pins a unit takes the harder it is for it to score hits and the less effectively it fights.



Range: weapons have different effective, long and extreme ranges depending upon their type. Weapons suffer a penalty to their Acc at long and extreme range. Some weapons have no extreme range because they are small rapid-firing weapons designed for fighting at closer ranges.

Below are a few examples of common 'mag' (for magnetic) weapons to illustrate the idea. See the Armoury section for details of these and other weapon types, page 64.

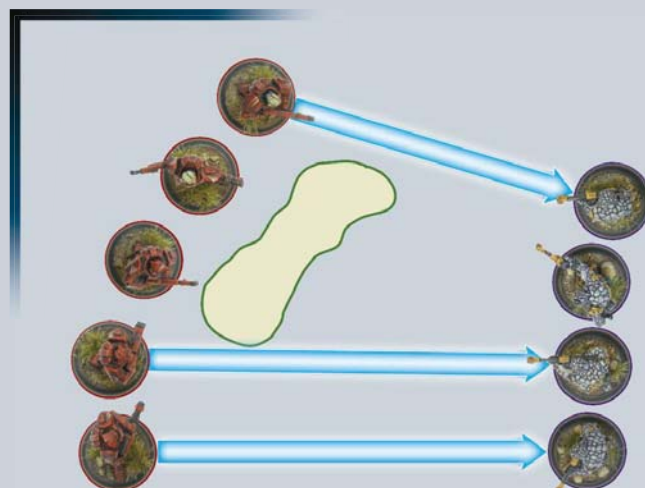
WEAPON RANGE EXAMPLES

Weapons	Effective	Long	Extreme
Mag pistol	10"	20"	30"
Mag gun	20"	30"	60"
Mag repeater	20"	30"	None
Mag LS light support	30"	50"	100"
Heavy mag cannon	50"	100"	250"

Intervening Terrain: this penalty applies to the shooters' Acc where they draw LOS over an intervening obstacle or through intervening light terrain. Note that this penalty does **not** apply to terrain occupied by either the shooter or the target but only to intervening terrain.

In many situations it is likely that only some models in a unit will have to draw LOS through intervening terrain to see their target. For practicality's sake we consider the shooting of the whole unit and either apply the penalty to **all** the shooters in the unit or **none**.

The penalty applies to all shooters if there is intervening terrain between most of the target models and most of the models that are shooting. If target and shooters are split 50/50, with exactly half shooting through intervening terrain and half not, then the target gets the benefit of the doubt and the modifier applies.



In this case three of the red shooters can fire at three of the purple unit without their shots passing through the light terrain. Because there is no intervening terrain between most of the shooters and most of the target, no penalty is applied to any of the shooters.

Rapid Fire: weapons with the rapid fire rule get two, three or more shots each time they fire depending upon their RF value. At effective range there is no penalty, but at longer ranges shots suffer a modifier of -1 Acc. For example, a RF weapon shooting at long range suffers a -2 penalty (-1 for long range and -1 for rapid fire).

Building: if the target unit occupies a building then shooters suffer a -1 Acc modifier. This penalty doesn't apply to weapons targeting the building itself, but only to troops attempting to shoot at enemies inside. See Buildings on page 59 for more about shooting at units within buildings.

Aimed Fire: except as noted below, a unit making a **fire** action gets a +1 modifier to its Acc, which we call its aimed fire bonus. This means that units making a fire action will shoot more accurately than units shooting whilst making an advance action.

Some weapons don't get the benefit of aimed fire 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 regardless of whether the shooter has LOS to the target or not. See Overhead Fire on page 33.

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.

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'. This penalty applies whether the weapon is a crewed weapon or if it is drone or vehicle mounted and either the vehicle or its turret must be turned through more than 90 degrees to bear upon the target.

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 page 30.

In addition, some types of target have special rules that apply when a lucky hit is scored. For example a lucky hit on a Ghar trooper wearing battle armour strikes its plasma reactor and can lead to a plasma explosion (not so lucky for the Ghar inside!).

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 drone, 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

Take Hansa's advice. Hunker down nice and still if you're gonna shoot, that way you might just hit something. 'Course sometimes you have to keep moving, and throwing a few shots the other guy's way will give him something to think about. Sure you might get lucky but don't count on it, eh?

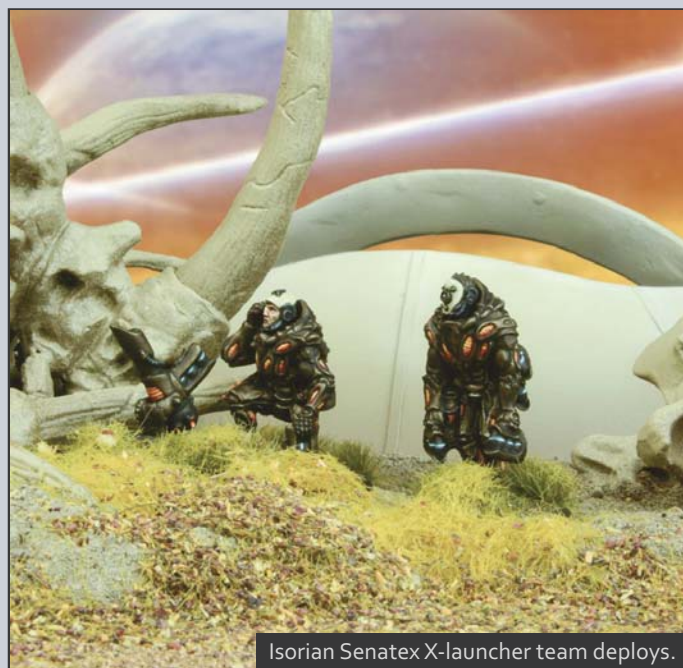


this case we are talking about two different things: re-rolls of misses first and re-rolls of hits afterwards.

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

- Hits must be re-rolled if the target is an **infantry**, **beast**, **weapon team** or equivalent **command** unit that has a current **down** order. When these units go down for whatever reason they are harder to hit because they are lying down, taking advantage of folds in the ground or vegetation to avoid enemy fire.
- Hits must be re-rolled if the target has the **fast** special rule and has a current **run** order. These units are moving so quickly that it is much harder to draw a bead on them, making them correspondingly harder to hit.
- 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, either during an assault if an enemy shoots at a unit sprinting into an assault, or where an enemy ambushes a unit whilst it is sprinting.

It is possible to force a re-roll because a target is both a fast unit with a run order and a unit engaged in a sprint – for example a fast unit sprinting into an assault. In such a case the shooters only have to re-roll hits once. Re-rolls are never re-rolled again even where a unit might qualify several times over.

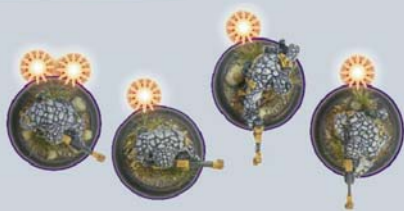


Isorian Senatex X-launcher team deploys.

ALLOCATE HITS

Each hit scored must be allocated to an individual model within the target unit. Lucky hits are always allocated first and are allocated by the player who scored the lucky hit. The player whose unit has suffered the hits then allocates all remaining hits.

Regardless of who is allocating them, hits must always be spread as evenly as possible amongst viable targets within the unit. If a model is not a viable target it cannot be hit and no hits are allocated against it. Take all the dice that have scored hits and place them next to individual models to show which have been hit.

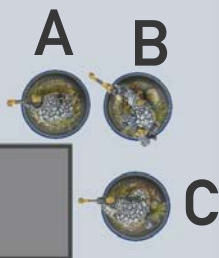


The unit of four models has suffered five hits. The player whose unit has taken the hits can distribute them to whichever model he wants, but must distribute them as evenly as possible. As there are four models and five hits each model must take one hit and the player is free to allocate the remaining hit where he wishes.

When it comes to weapon teams with crews the weapon model itself is treated as part of the unit and hits are allocated against it in the same way as its crew.

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 the rules for Buddy Drones on page 110.

Otherwise, a model is a viable target so long as at least one model in the shooting unit has LOS to it (see page 24). However, once a model has a hit allocated to it LOS can be drawn over that model or through the formation to other models in the unit. This is fairly obvious in practice (the model in front gets hit first!) see the diagram below.



In this example red shoots at blue and scores 3 hits. No hits can be allocated to blue C because it is behind a building and there is no LOS to it. The first hit must be allocated to blue A because there is no initial LOS to blue B. Once blue A has received a hit the second hit is allocated to blue B because A no longer blocks the shot, and hits must be allocated as evenly as possible. The third hit can be allocated to either A or B as the player wishes, as both are now viable targets.

Where a unit is 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 differently coloured dice when rolling to hit with different kinds of weapons. The same coloured dice can be used to allocate the hits and then take any resist rolls required.

Note that it doesn't matter which hits are allocated to which models. Hits are scored against the unit as a whole and any models that are viable targets can be hit by any of the shooters. In some situations a specific weapon will score a hit on a model that it can't see when the shot is calculated. Don't worry about this, perhaps the models are moving into sight, maybe the shot has ricocheted.

As players become more experienced 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.

PINS FROM SHOOTING

When a unit is shot at by an enemy unit and suffers one or more **hits** it takes one pin once any casualties have been removed. It takes one pin regardless of whether hits cause casualties or not, or whether the shooters score one or multiple hits.

There are some exceptions and special cases that affect this rule, some of which are noted below. Others are connected with specific weapons or troops and are covered in the relevant sections.

PINS ON HEAVILY ARMoured TARGETS

A target is heavily armoured if its Res value once all modifiers are taken into account, is **greater than 10**. In other words, a target is heavily armoured if its Res value is 11 or greater when testing against a hit. See Roll to Resist below.

As with all D10 tests a Res roll of 10 will always fail regardless of the score required, but in the case of heavily armoured targets we apply some further rules to take into account their extra level of protection.

A heavily armoured target does **not** take pins for hits from shooting **unless** the Res test against those hits is failed. As a 10 is needed to fail, this means most shooting against heavily armoured targets won't cause any pins. See Heavily Armoured Targets on page 32.

MULTIPLE PINS

Some weapons and munitions inflict extra pins when they hit a target. Some kinds of special munitions are designed to inflict extra pins; for example **net** munitions, which cast a temporary suspensor net over the target. There are other specific exceptions are covered where appropriate.

FRIENDLY FIRE

It sometimes happens that one of your own units is accidentally hit by your own side's shooting, most commonly by an overhead shot that goes off target. These accidental hits also result in a unit taking pin markers as if the target had been an enemy.

PINS AND PROBES

Probes never take pins. They are small machines of limited sophistication either technically or intellectually and unlikely to be diverted from their purpose by the threat of destruction or superficial damage.

ROLL TO RESIST

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 a success and the model has avoided the shot or armour has deflected it without suffering harm. The model has 'saved' against the hit. A roll of a 1 is always successful regardless of the score required.

If the score is more than the model's Res the test is failed and the model falls either falls casualty or suffers damage depending on what kind of unit it is (see Casualties on page 32). A roll of a 10 is always a fail regardless of the score required.

HITS ON WEAPONS

Separate light support or heavy weapon models carried by a weapon team always test their Res against a value of 10 without further modifiers. This means any roll of less than 10 is a success and only a roll of 10 will fail. The modifiers to Res described below are not applied in this case.

HITS ON BUDDY DRONES

Hits are not normally allocated to buddy drones but lucky hits can be allocated to buddy drones if the shooter wishes. Buddy drones that are hit in this way are automatically destroyed without recourse to a Res test.

In the case of heavily armoured units accompanied by buddy drones, loss of buddy drones resulting from lucky hits does not result in a pin (because heavily armoured targets are only pinned as a result of a failed Res test).

ROLL TO RESIST MODIFIERS

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

RESIST MODIFIERS

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

Resist bonus: all armours have a resist bonus and this can potentially vary in some situations as explained later. Apply the resist bonus to the model's Res stat.



Cover bonus: if the model is in a defensive position behind an obstacle or within occupied terrain it is more able to resist attacks. Apply the modifier shown for the cover type (See Cover and Terrain pages 32 and 50).

Strike value: all weapons have a SV and this can potentially vary according to range. Apply the SV for the weapon that has struck the model.



The Concord unit has shot at the Algoryn inflicting 3 hits with their plasma carbines. Algoryn have a Res stat of 6 and wear reflex armour battlesuits adding 1 resist bonus making 7. Plasma carbines have a strike value of 2 reducing Res to 5. The dice are rolled for each model hit scoring 2, 5 and 8, which equals two 'saves' and one fail. The model that failed its roll is removed as a casualty.

CASUALTIES

In most cases when a model fails its Res test it falls casualty and is removed from play. In some cases models may be entitled to a re-roll for whatever reason, in which case make the test again.

If a **weapon drone**, **vehicle**, **humungous beast** or **heavy weapon** fails a Res test it instead suffers damage and the player must make a further roll on the appropriate **damage chart**. This can result in the destruction of the target or it can inflict incremental damage. See page 36.

Bear in mind that **mounted** units such as Concord Interceptor bikes are not treated as vehicles when it comes to casualties. When a mounted model fails its Res test it is removed as a casualty without recourse to a damage roll in the same way as infantry, weapon team crews, etc.

If all the crew in a **weapon team** are removed as casualties the weapon model is considered 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 applied it is a **heavily armoured target**. Heavily armoured targets are typically large vehicles that are protected by substantially reinforced hulls and powerful armour fields.

When taking a Res test for a heavily armoured target only rolls of a 10 will fail. If the target fails it either falls casualty or it must make a further damage roll depending on the type of unit. As most heavily armoured targets are likely to be vehicles a damage roll will often be needed.

When taking damage rolls for heavily armoured targets a substantial modifier is applied to the result on the relevant damage chart. Generally speaking, if a target's Res value is greater than 10 once modifiers have been applied, the best the shooter can hope for is to inflict additional pins and force the target to go down. See the Damage Charts (page 36).

COVER

Models that are in cover as described below get a bonus to their Res. This cover bonus varies depending on the nature of cover and is usually +1, +2 or +3. Light or soft cover such as scrub would typically have a rating of +1, thicker vegetation is +2, and substantial hard cover such as big rocks has a rating of +3. See Terrain on page 50.

Listen to Hansa!

Better stick close to cover and the closer the better!
It's like my old friend Bo says – a man in the open is a dead man. He should know he's been killed so often the cloners on Citeight gave him a lifetimes achievement award.



COVER FROM OVERHEAD SHOTS

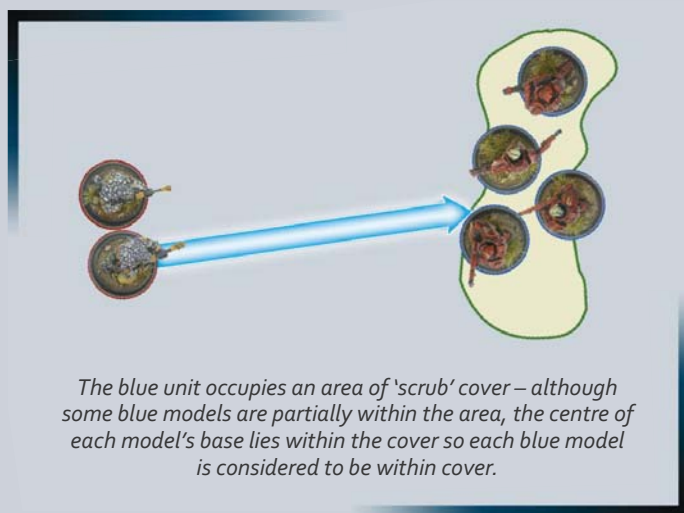
Models within cover get **no cover bonus** when hit by a shot from overhead. The shot falls onto the unit from above and negates any cover it might have. This is one of the chief advantages of OH shooting – it's very handy when it comes to winking troops out of cover. See Overhead Fire (page 33) for more about how this works.

LARGE MODELS AND COVER

Models that have the **large** special rule get **no cover bonus** because they are considered to be too big, bulky or inflexible to shelter effectively within cover. See Large (page 134).

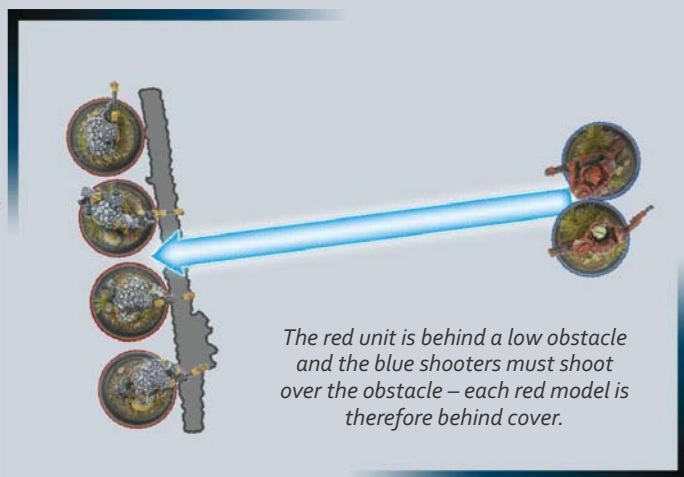
OCCUPIED TERRAIN

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.



Obstacles. If a model is placed behind an obstacle so that it touches it, then that model and any other models in the same unit that are within 1" of the obstacle are in cover from any enemy drawing LOS over the obstacle.

We describe such units as in a **defensive position**. Note that the cover bonus only applies to models within 1" of the obstacle and not to models that are further away.



DRAWING LINE OF SIGHT FROM COVER

We have already described how a model can draw LOS from within **occupied terrain** or from a **defensive position** behind an obstacle without incurring an Acc penalty for intervening terrain or conferring a Res cover bonus to the enemy because of it.

A model placed behind an obstacle can draw line of sight over it and a model inside a wood can shoot from it. In both cases the shooters draw LOS through or over their own cover as if it was not there. We assume shooters position themselves so their own cover does not get in the way of their shot!



The red unit has taken cover behind a low obstacle and has LOS to both the blue unit in the open and the purple unit within 'scrub' cover. No penalties are applied due to red shooting over the low obstacle, although the purple models will get a Resist cover bonus from the area of scrub they occupy.

HITS FROM BLASTS

Some weapons have a blast effect and they are indicated in the weapon stats with the Blast special rule. Most, though not all, blast weapons shoot **overhead** as described below.

When a blast weapon hits a target it scores a variable number of hits. This is indicated by the blast value of the shot D4, D6 and so on. When a hit is scored on a unit roll the appropriate dice to get the number of hits inflicted.

Blasts that shoot overhead use the OH template when allocating hits as described below. Other blasts that shoot directly at the target, such as X-slugs, allocate hits in the standard way.

Note that re-rolls of hits from blasts must be worked out differently to other shooting because hits are generated randomly. See Blast Hits & Forced Re-Rolls on page 35.

OVERHEAD FIRE

Some weapons lob a shot into the air in such a way that it falls on top of the target. We call this **overhead** (OH) fire or shooting.

OH shots are worked out differently to other shooting, making use of a marker or template to determine where the shot lands.

Hey, put that thing down before you hurt yourself!

Launcher, Micro-X – looks like an Oszoni replicate. Hyper-comp core see... separate mic load here. Sure it's a good weapon... well as good as you're going to find outside the combined command. These overhead shooters are fine if you know what you're doing, but best learn to shoot straight first, eh?



Important! If reading this for the first time we suggest you skip the rules for overhead fire until you are familiar with the rest of the game system.

Weapons that fire OH are indicated in the **Special Rules** column for weapon stats. If a weapon has the OH rule then it can **only** shoot overhead if that is its only fire mode.

Some weapons can shoot in different modes as shown by their stats. For example, a Micro X-Launcher can shoot with either an OH shot or a direct mag shot, whilst an X-Launcher can only shoot OH, as shown on the following weapon stats. For full details of weapons stats see the Armoury on page 64.

OVERHEAD WEAPON EXAMPLES

Weapon	Mode	Range			Strike Value	Special Rules
		Effective	Long	Extreme		
Micro X-Launcher	Direct Fire	20	30	None	1	Blast D4, No Cover, OH
	Overhead	10-20	30	50	0	
X-Launcher		10-30	60	120	1	Blast D5, No Cover, OH

CLEARANCE FOR OH FIRE

An OH shot is lobbed high into the air and the weapon therefore requires sufficient clearance to shoot. It is not allowed to shoot OH from inside a building or other enclosed space.



SHOOTING OVERHEAD

A unit can shoot OH with either an **advance** or **fire** action. A heavy weapon can only shoot OH with a **fire** action (the usual restriction for heavy weapons).

If a unit is shooting with a mix of OH weapons and other weapons, work out if the OH shots cause hits **first** and allocate these hits before working out other shooting. This is because OH hits will hit specific models. Allocating OH hits first makes it easier to allocate hits evenly on the target.

Note that overhead shots have a minimum range as shown on the weapon's stats. For most weapons this is 10". This means that targets can only be engaged at ranges of greater than 10" measured in the standard way.

OH TEMPLATE

Most OH weapons can shoot explosive blast ammunition as well as various special munitions. To work out shots from blasts the player will need the OH template as shown here. For other kinds of ammo see Markers and Overhead Shooting on page 36.

OH LOS

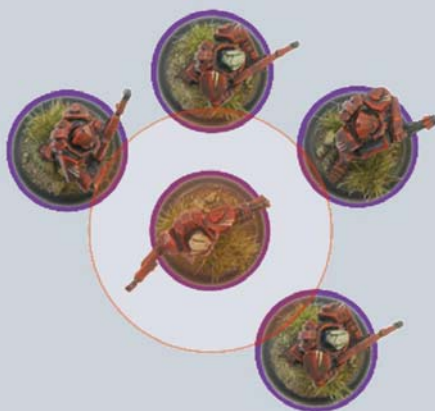
Except where a weapon is firing 'blind' as described on page 36, the unit that is shooting must have LOS to the target unit.

In the case of weapon teams firing OH it is not necessary to draw LOS from the weapon itself, but at least one crew member must be able to draw LOS.

OH ROLL TO HIT

When shooting blast ammunition, take the template and place it with the centre of the template directly over the centre of a model in the target unit.

Note that the shooter doesn't need LOS to the specific model under the middle of the template. So long as the shooter has LOS to at least one model in the target unit, any model can be chosen as the aim point.



The OH template is used to determine where shots from OH weapons land. The template has a hole in the centre corresponding to a typical infantry model's base and a surrounding 'blast' area.

With the template placed over the target make the Acc roll to see if the shot hits where you have aimed it.

When shooting OH note that there is no +1 for aimed fire and a -2 penalty is applied for all OH shooting (see the Accuracy Modifiers table on page 28).

Where LOS is drawn through **intervening terrain** the appropriate modifier is applied. Even though the shot goes over the top of the terrain, the shooter's view to the target is still compromised by intervening terrain.

If the score is equal to or under the shooter's **accuracy** value (Acc) the shot lands where it has been aimed and the unit is hit. If the score is a 1 then the shot hits regardless of the score required and is a lucky hit – see OH Lucky Hits and Dud Shots below for more about this.

If the roll is over the shooter's Acc the shot has missed the chosen spot but lands nearby and could still hit the target or another unit. See Off Target for how this is worked out. If the score is a 10 then it is a miss regardless of the score required and has no effect – it is a dud shot!

OH Re-rolls of Misses

If an OH shot is entitled to an Acc re-roll of a miss then this is allowed in the same way as already described for other weapons. Re-roll the Acc test. Bear in mind that misses that go off target can still potentially hit the enemy, so there is limited advantage to be gained by re-rolling not to mention the risk of rolling a dud shot.

Allocate Blast Hits

Explosive shots result in **blast hits** as indicated in the special rules for the weapon. For example, an X-Launcher shot has a **D5 Blast**. The value indicates the number of hits inflicted by the blast, D3, D4, D5 and so forth. The shooter rolls the appropriate dice to determine how many hits are inflicted on the target.

Allocate all the blast hits against models in the target unit. Allocate the hits as evenly as possible amongst all the models in the unit, but start by allocating hits to models whose bases lie at least partly within the template area, or whose bodies lie at least partly under the template in the case of weapon drones, vehicles and humungous beasts.

Note that the model directly under the template centre does not have to take a hit if all hits can be allocated to other models under the template instead. Also bear in mind that models not under the template will also suffer hits if there are more hits than models beneath the template, because hits must be distributed as evenly as possible throughout the unit.

Hits are not allocated to buddy drones except that a lucky hit can be so allocated if the shooter wishes. Even if a buddy drone was the aiming point to start with it doesn't take hits except as described below.

OH Lucky Hits and Dud Shots

Lucky hits are normally allocated first by the shooter. In the case of OH weapons firing a blast, the shooter places the **first** hit and the player whose unit has been hit places the rest.

Lucky OH hits can also affect specific targets if they are vulnerable to lucky hits in the same way as for other types of shot, for example buddy drones.

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

In some cases dud shots may also indicate ammunition shortages or malfunctions of specific weapons. These instances are covered in the rules for those weapons.

Blast Hits and Forced Re-Rolls

Forced re-rolls apply to hits on units that are **down** or **running/sprinting** depending upon circumstances and type of unit as explained on page 29. Because blast hits are rolled randomly rather than resulting from a successful Acc test we have to treat these forced re-rolls differently.

Targets that would normally force an Acc re-roll as described on page 29 instead treat hits from blast weapons as follows. Work out shots exactly as you would against other targets and when it comes to rolling for blast hits **halve** the score and round down. So, instead of a D5 blast causing 1 to 5 hits it causes 0-2 hits against a target that forces a hit re-roll.

OFF TARGET

If an OH shot misses on any roll other than a 10 the shot has gone **off target**. The shot won't land exactly where the template is placed, but it will land nearby and might yet inflict casualties on the original target or another unit.

ROLL DIRECTION DICE

To represent this roll a D10 and move the template the distance indicated. The template moves in the direction shown by the face of the dice as pictured below and hence we call this a **direction dice roll**.



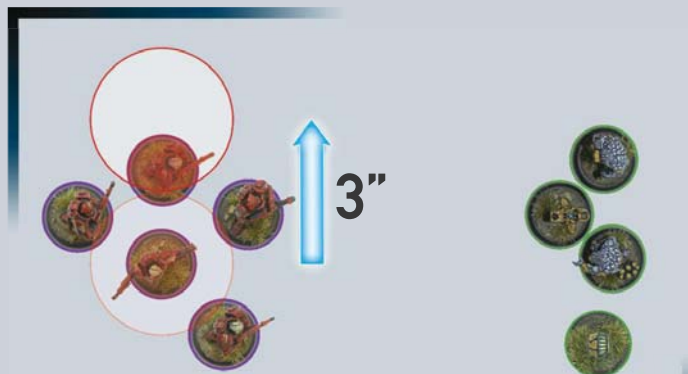
If the shooter is making a **fire** action the template moves D5" as the direction dice roll. Remember a D5 is half the score of a D10 rounding up, so the distance and direction are both indicated by the dice face.

If the shooter is making an **advance** action the template moves D10" as the direction dice roll.

If the shooter has **pins** add +1" to the off target distance for each pin. For example, if an X-launcher weapon team has 2 pins a miss from a fire action would result in the shot going off target by D5+2". This means that pins make it harder to score a hit in the first place, but also make it harder to land a shot close to where you want.

CHECK FOR HITS

Once the OH template has been repositioned check if units are caught under the template. If the base **centre** of any of a unit's models lies under any portion of the template then the unit is hit. In the case of weapon drones, humungous beasts and vehicles the unit is hit if the body of the model lies at least partly under the template.



The X-launcher has shot at the purple unit with a fire action. The shot misses and goes off target by D5". A dice is rolled and the template moves 3" in the direction shown – catching the purple unit with an indirect hit.

If a unit is hit work out casualties in the same way as if hit by a successful Acc roll. Roll and allocate blast hits as already described.

Off target shots can sometimes affect more than one unit and can even hit friendly troops if you – or they – are unlucky.

Hits On Two or More Units

It can sometimes happen that the OH template lands on more than one unit. This is more likely where a shot goes off target, but it can also happen if the shooters are using weapons that utilise more than one conjoined template as described for double template weapons below.

Where models from more than one unit are caught by the same blast, roll the number of hits first as per the weapon's blast value. Then divide the total as equally as possible between the units affected, rolling randomly for any odd hit. Hits scored are allocated on each unit as already described. Any unit that takes at least one hit counts as having been hit by the shot and will take a pin where appropriate.

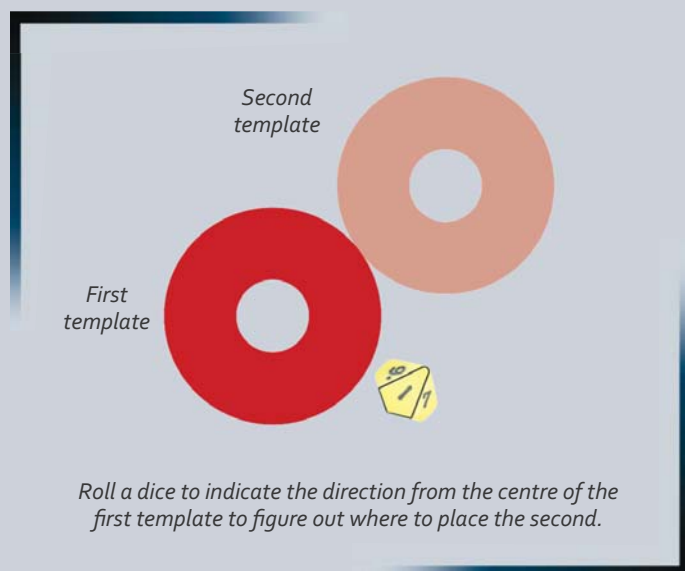
Antares. Giant red star and vast interdimensional machine. Gateway to the universe and perhaps beyond. Relic of a time before time began. Who made this machine and for what purpose none know or can imagine. We call them simply The Builders.

DOUBLE TEMPLATE WEAPONS

Some very large weapons shoot overhead with a double template – two OH blast templates placed so that they touch. These weapons are indicated with the special rule OHx2, for example the mag mortar.

When shooting with one of these weapons position the first template exactly as you would any other OH shot.

Once the OH template is in position roll a further direction dice and place the second template so that it touches the first. Use the direction from the centre of the first template to figure out where to place the second as shown on the diagram below.



Once both templates are positioned work out any hits on units covered by the 'figure of 8' shape in the same way as you would other OH shooting.

MARKERS AND OVERHEAD SHOOTING

Some kinds of OH shot don't use the overhead template but a marker instead. These are mostly special munitions types such as Scoot or Arc, which land on the battlefield and continue to exert an effect from turn to turn.

Markers are generally represented by a 25mm base or equivalent marker. Note that this is the same size as the central hole in the overhead template.

Take the marker and place it anywhere within the shooter's LOS. This need not be an enemy unit. It could be a point of ground for example. However, the shooters must have LOS to the intended landing spot otherwise the shot counts as blind fire (see Blind Fire below).

Make the usual Acc test to hit using the marker instead of the overhead template. Work out if the shot hits or goes off target as already described for shots using the overhead template. Place the marker in its final position.

The effect of the shot will vary depending upon the type of weapon or ammunition. In most cases special munitions affect an area with a radius of 3" from the centre of the marker or units within that area. See Special Munitions on page 87.

BLIND FIRE

Blind fire represents speculative shooting into a region where enemy are suspected to be even though they cannot be seen.

Of course, in a wargame players have a very good idea of where enemy troops are even if our model armies theoretically do not! We will therefore allow for shooting blind, but because shooters have no clear knowledge of their target we treat it slightly differently to shooting with LOS.

Weapons that shoot overhead can shoot even where they have no clear LOS to a target. We refer to this as shooting blind, blind fire or speculative fire.

Only a unit making **fire** action can attempt to shoot blind. A unit making an advance action can never shoot blind.

Take the template or marker for the shot and place it at a target point not within LOS of the shooters. The target point need not be a specific model and can be any position on the battlefield so long as it lies within range and out of the unit's LOS.

When shooting blind a D10 is rolled and any score other than a 1 is discarded. Only a roll of 1 lands anywhere near the target point. This roll 'to hit' isn't strictly speaking an Acc test, but it can be re-rolled as if were an Acc test to hit if the shooters have a re-roll available. Any final roll of 2 to 10 is the equivalent of a dud shot and is ignored.

All successful blind shots go off target by D10" plus 1" per pin on the shooting unit. This means blind shots will always scatter from the target point and it is only a question of exactly how far. Bear this in mind when selecting the target point to start with, as it may be worth aiming near your intended target rather than directly at it.

Once it has been established where shots land results are worked out in the same way as for other shooting.

BLIND FIRE AND TARGETERS

Targeter probes can be used to make blind fire more accurate.

If directed at an enemy unit the distance shots go off target is reduced by 1" for every targeter attached to the enemy unit. See page 120.

If directed elsewhere the off target distance is reduced by 1" for every targeter within 1" of the aiming point.

DAMAGE CHARTS

Human and comparable targets are removed as casualties if they fail a Res test. We assume they are killed, destroyed, badly wounded, or otherwise rendered unable to fight on whether they are men or machines. Either way we simply remove them from the game when a Res test is failed.

Some kinds of target are not necessarily destroyed or slain just because they fail a Res test, instead a further test is made to determine whether they are destroyed or merely damaged to a greater or lesser extent.

If a **weapon drone, vehicle, humungous beast** or **heavy weapon model** fails a Res test the player must make a further roll on the appropriate **damage chart**. Refer to the damage chart for the target type, roll a D10 and read off the result. We call this the **damage roll**.

DAMAGE CHARTS

The following damage charts are used for all weapon drones, vehicles, heavy weapons and humungous beasts except where individual units have their own special damage charts. If a target is hit more than once roll separately for each hit and apply all the results. See the notes for how to apply results in different cases.

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

Humungous Beast Damage

D10	Result
1	No effect
2-3	Take 1 additional pin
4-5	Take 1 additional pin and go down.
6-8	Take D3 additional pins and go down. 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

DAMAGE ROLLS V HEAVILY ARMoured TARGETS

If the target is testing against a Res value of greater than 10 it is a **heavily armoured target** as already described in the rules for shooting and pins. Res rolls of 10 will still fail because 10's are always fails regardless of the score needed, but where a heavily armoured target must make a subsequent damage roll the score rolled is always **halved**. I.e. the roll is reduced from a D10 to a D5.

Note that a target with Res stat of less than 10 can potentially become a heavily armoured target thanks to modifiers to its Res value, primarily from cover.

For example, an Algoryn squad armed with mag guns fires upon a Concord C3M4 Combat Drone with a Res of 13 – a fairly well protected vehicle. Mag guns have a strike value (SV) of 1, so the combat drone only needs to score 12 or less on a D10 to pass its test. As rolls of 10 always fail this means only rolls of 10 can possibly cause damage. Let's imagine the Algoryn get lucky and roll two 10's. This means the target must make two damage rolls, but because the combat drone is testing against a Res greater than 10 the damage rolls are reduced to D5s. Let's say the Algoryn manage to roll a 4 and a 5. i.e. the best result they could get. Referring to the result, the C3M4 Combat Drone takes 2 additional pins and goes down. Not a bad conclusion to a round of light arms shooting against a well armoured target.

DAMAGE ROLLS FROM MASSIVE DAMAGE WEAPONS

Some weapons cause massive damage against armoured targets as indicated in the rules for weapons in the Armoury section on page 64. For example, heavy mag cannons shoot a projectile that penetrates into the target and releases a disruptor field that inverts and crushes local space, inflicting massive damage.

If the weapon that hit the target causes massive damage then make two damage rolls instead of one and use the highest score. If a double is rolled on the D10s use the result rolled and add+1. If rolling a D5 (i.e. against a heavily armoured target) only add +1 if the actual D10 numbers are the same, i.e. a roll of a 9 and 10 are both results of 5 on a D5 but you wouldn't add the extra +1 in this case.

ADDITIONAL PINS

Any additional pins scored are added together. This means the more damage rolls a target has to make the more pins it is likely to accumulate. Remember, these are in addition to any pin/s suffered as a result of being hit in the first place.

DOWN

If a target is obliged to go down and it has one or more order dice remaining in the dice bag take a dice from the bag and give the target a down order. If the target has already been allocated its order/s for that turn then orient the current order to down.

If a target is already down then further down results are ignored.

IMMOBILISED

Once immobilised a target cannot move. A target that is already immobilised ignores further results of immobilised. Immobilised weapon drones or vehicles can be repaired in some circumstances, for example by means of a self-repair or by an engineering unit such as a Ghar Wrecker.

Immobilised models are still allowed to turn to bring weapons to bear when shooting, or to turn turrets to face their enemy if they have them. Models can always turn to face an enemy and this does not count as movement.

Abandoning Immobile Models

In most cases units that take damage from a damage chart are single models, but there are some cases where units consist of more than one model, for example a Ghar Bombardment Crawler and Scutters. It is possible for a model in such a unit to be immobilised whilst other models are not.

Where a unit includes immobilised and non-immobilised models, a unit is allowed to move out of formation with immobilised models effectively abandoning them. Any models abandoned in this way are treated as destroyed and are removed as casualties.

WEAPON MALFUNCTION

A malfunctioning weapon system cannot shoot or be used in hand-to-hand fighting. A weapon system that has malfunctioned cannot be affected by further malfunction results and any further malfunctions are ignored. Malfunctioning weapons can be repaired in some circumstances in the same way as immobilised models.

If a model has two or more weapon systems then the first malfunction will affect the weapon with the highest strike value, the second malfunction will affect the system with the

next highest strike value, and so on. Each system can malfunction and each must be repaired separately in order to function once more.

BREAK TEST

If a result indicates a break test is required then wait until all damage rolls have been resolved and all additional pins added before taking a single test. Even where multiple results indicate break tests must be taken only ever take one test.

Units that fail a break test following a damage roll are always destroyed.

MOD UNITS

Units that have multiple order dice can potentially lose order dice as a result of a damage roll. Remove order dice as indicated unless the unit is reduced to a single dice. Once a MOD unit is reduced to a single order dice it cannot lose any more. It is no longer a MOD unit!

When a MOD unit suffers loss of order dice remove any dice that remain in the dice bag first. If no dice remain in the bag remove any dice that are not the unit's current order, leaving the current order as the default remaining dice.

DESTROYED

The model is destroyed and is removed as a casualty.



Hansa and Bo contemplate their next move...

Assaults

An assault occurs where a unit moves into contact with an enemy unit. Assaults usually involve an exchange of shots as the attacker approaches the enemy followed by close quarter fighting using both regular and close combat weaponry such as tractor mauls, electro-lashes and – in extremis – fists, teeth and intemperate language.

Take Hansa's advice and stay away from anything that can swallow you in one go. Maybe two goes come to think of it. Sure if you can hit your target hard enough then get stuck in, you'll see 'em run for it soon enough. It's always a risky business but shoot 'em up first and they'll be too rattled to put up a decent fight.



WHO CAN ASSAULT?

The following types of unit are allowed to make an assault. Other kinds of unit cannot make an assault except where specifically allowed to do so, although they can be the targets of an assault.

- Infantry and equivalent command units
- Mounted and equivalent command units
- Beasts and equivalent command units
- Humungous Beasts
- Other units specifically allowed to make an assault by dint of a special rule permitting them to do so.

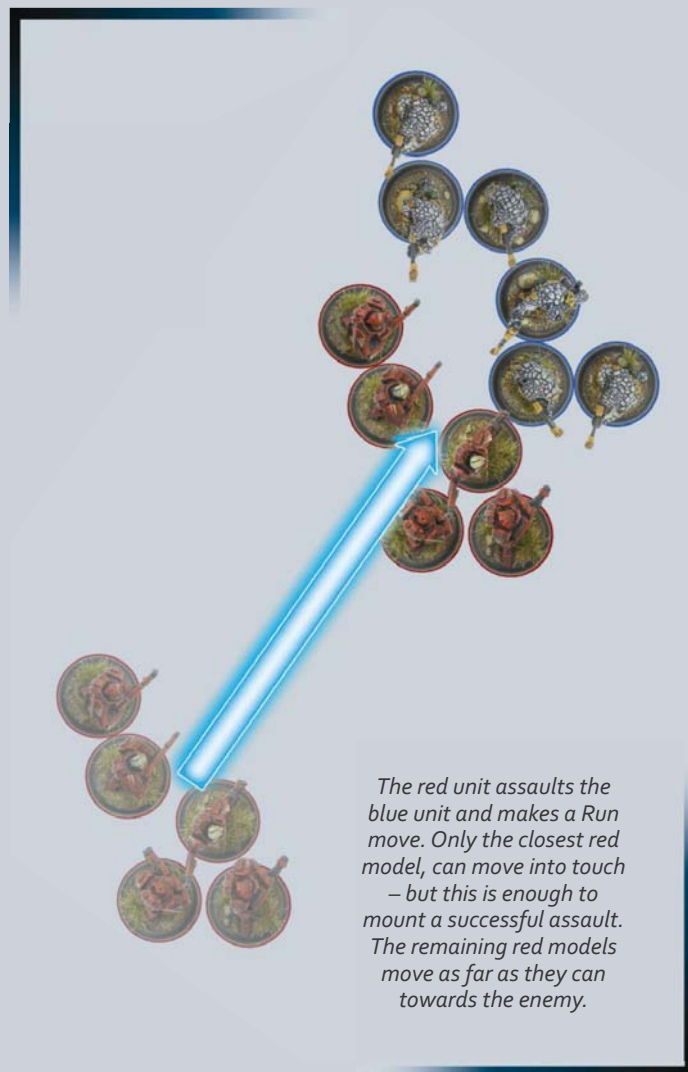
Units of **probes** cannot be assaulted. They are far too small and agile and can easily avoid contact.

A **fast** unit making a run action can be assaulted, but is allowed to **break off** from the assault before hand-to-hand fighting is resolved. See Fast Units in Combat (page 41).

MOVING INTO THE ASSAULT

A unit does not need LOS to an enemy to attempt an assault. A unit can make an assault against an enemy unit even if it cannot see the unit when it begins its move.

If a player wishes a unit to make an assault it must first be given a **run** order. Having given the unit 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 red unit assaults the blue unit and makes a Run move. Only the closest red model, can move into touch – but this is enough to mount a successful assault. The remaining red models move as far as they can towards the enemy.

Units attempting an assault move at run rate (2M) or they can choose to sprint (3M) if permitted to do so. As for all sprints (page 20) the player must announce a unit is sprinting before it moves. A unit that sprints into an assault must test its Ag at the end of its move and risks becoming exhausted in the same way as other sprinting units.

When a unit makes an assault each model must attempt to move into touch with an enemy. Each assaulting model's move ends as soon as it touches an enemy model. As is usually the case, buddy drones are ignored and can be moved aside to allow room where convenient.

When making an assault the rule that forbids units to move within 1" of other units is suspended. The assaulting unit can move within 1" of the unit it is assaulting and any other friendly or enemy units that may be nearby.

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

If the assaulting unit is unable to reach at least one enemy model the assault has failed. In this case the unit has just made a run action and must end its move >1" from other units to comply with the normal unit proximity rules.

Assaults, Terrain and Obstacles

If a unit has a choice of going round or through difficult terrain to reach an enemy, the player must specify which route the unit is taking before it moves. Assaulting units that move into or through difficult terrain must make the usual Ag test and may be reduced to half pace or suffer other penalties as a result (see page 23).

Assaulting units attempting to cross obstacles in their path must make the usual Ag test to do so and are halted if they fail to cross (see page 22). However, remember units in a defensive position behind an obstacle at the start of their move can always cross without making this test.

If the assault is being made against an enemy unit that has taken up a defensive position behind an obstacle then the assaulting unit does not have to cross the obstacle to move into touch. It is sufficient that an assaulting model could have moved into touch were the obstacle not in the way. Where this is the case, models are arranged along opposing sides of

the obstacle facing their foes and are considered to be touching for practical purposes.

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**. The assault can potentially end after either of these stages, for example, because one side is wiped out by point-blank shooting, or because one side has been defeated in hand-to-hand fighting.

REACTIONS TO ASSAULTS

In some situations units that are being assaulted can attempt a reaction before the assault takes place. These options are discussed in the separate section Reactions on page 46.

POINT BLANK SHOOTING

As enemies close they can shoot at very short range using whatever weapons they have. We call this point blank shooting. Point blank shooting occurs during the swirling melee itself, with individuals taking shots as the opportunity permits and immediately before grappling hand-to-hand. In many cases the assault will be decided by point blank shooting alone.

WHO CAN SHOOT

Only **standard** or **hand weapons** can be used during point blank shooting. Light support and heavy weapons cannot shoot, but note that most crews carry some kind of hand weapon they can use during an assault.

Standard or hand weapons with a minimum range of 10" or greater cannot shoot either, because shooting is calculated within this distance. Most troops equipped with weapons of this kind also carry hand weapons for close combat (e.g. compression weapons).

Troops that do not carry either standard or hand weapons cannot shoot except where they have some natural or special ability, such as the dreaded lava spit of the Lavamite.

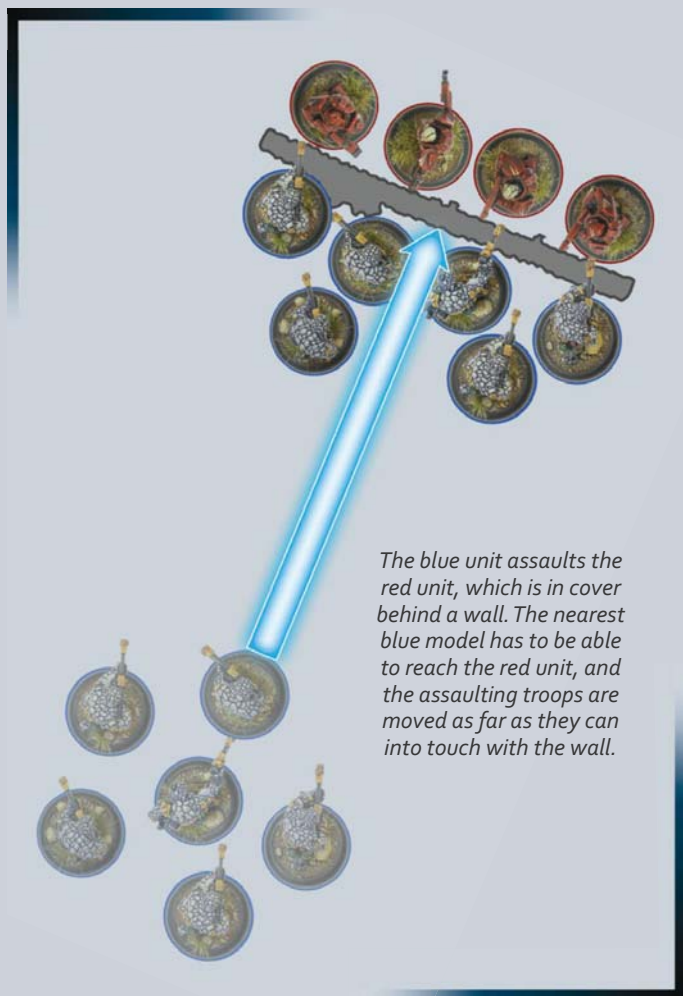
Both the attacking unit and the unit being assaulted can shoot point-blank fire. It doesn't matter whether the assaulted unit already has an order or not, point-blank shooting is part of the assault and doesn't need a specific order.

During point blank shooting every model shoots assuming it is armed with a weapon that enables it to do so. LOS is ignored during point blank shooting and we assume that every model gets a chance to shoot at some stage during the swirling melee.

WORKING OUT POINT BLANK SHOOTING

Shooting for both sides is worked out **simultaneously** except as noted below for units making a **stand and shoot** reaction or units that are **down**.

All point blank shooting is worked out as if an **advance** action were being made by both sides. I.e no bonuses or special rules applying to fire actions are used during an assault, even if the unit being assaulted already has a fire order or makes a **stand and shoot** reaction (see page 48).



If the assaulted unit is within or behind **cover** then the usual Res cover bonuses apply for point blank shooting. It is possible for the assaulting unit also to be within cover, for example if the assault is taking place inside a wood.

Forced re-rolls apply as already described on page 29. Note that 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.

Work out shooting for both sides and remove any casualties that occur. Place pins on units that suffer hits in the normal way for shooting.

Once point-blank shooting is complete take an immediate **break test** for any units that require it. If any unit is broken as a result it is removed and the assault is over. It is possible for either or both sides to be broken in this way following point blank shooting. See Break Tests on page 44.

Non Simultaneous Point Blank Shooting

As described above, point blank shooting is normally worked out for both the assaulting unit and the assaulted unit at the same time – i.e. simultaneously. This means that both units shoot with all the models in the unit and casualties are only removed once they have both done so.

In some situations we allow either the assaulting or assaulted unit to shoot first. In this case the first unit shoots, casualties are removed and any break test required is taken. Assuming the unit is not broken, the second unit then shoots with surviving models, casualties are removed and any break test taken where required.

If the assaulted unit makes a **stand and shoot** reaction it shoots first, scything down the enemy as they approach. See Reactions on page 48.

If the assaulted unit is **down** then it shoots second. The down unit is vulnerable to extremely close fire as the enemy gets amongst the positions of individuals who are unprepared to fight. The unit still benefits from the forced re-roll for hits against down units where this applies.

FAST UNITS IN COMBAT

If all the models in a unit have the **fast** special rule and the unit has a current **run order**, the player can **break off** from combat after point blank shooting has been worked out. The unit does not have to break off and it is entirely the player's choice whether to do so or not.

It does not matter whether the unit initiated the assault or was the target of the assault, it can still break off from combat so long as it has a current **run order**.

If both sides comprise fast units with run orders then either can decide to break off in this way.

If combat is broken off then the assault ends and both sides must consolidate as described later (see page 43).

When consolidating from a broken off combat the unit that is breaking off moves first. If both sides wish to break off then roll randomly to determine which side breaks off first.

When a fast unit breaks off in this way it is allowed to move through the opposing enemy unit as if it were not there. It

can move through the opposing unit's formation or over enemy models, so long as it ends its move >1" from other units in the usual way. This enables fast mounted units, such as Concord Interceptor bikes, to smash through an enemy unit by making an assault and moving past its position. A breakthrough move of this kind can be a very effective tactic for fast moving mounted units and is very difficult to counter.



HAND-TO-HAND FIGHTING

During hand-to-hand fighting enemies come to physical blows using whatever weaponry or natural armaments they have. Such brutal fighting is usually bloody and decisive. Even the victors are unlikely to emerge unscathed. Some races are far more adept at hand-to-hand fighting than others, either because they are naturally stronger and more powerful, highly trained, or culturally inured to physical combat.

WHO CAN FIGHT

During 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. It is possible that no models are touching because point blank shooting has eliminated touching models. Even so all models fight.

Unless stated otherwise models strike **once** in hand-to-hand fighting. Some weapons or creatures strike multiple times, in which case roll the appropriate number of dice 'to hit'. For example, models equipped with lectro-lashes strike three times.

WORKING OUT HAND-TO-HAND FIGHTING

Hand-to-hand fighting is worked out simultaneously for both sides unless one side is down. This is likely to be the unit being assaulted, but it can be the assaulting unit if it has taken and failed a break test due to point blank shooting. See Fighting Down Units on page 42.

ROLL TO HIT

Hits from hand-to-hand fighting are resolved by testing against the combatant's Strength (Str) value. A combatant's Str value is its Str stat with any modifiers applied from the Strength Modifiers table (see page 42).

Roll a D10 for each attack to determine if it strikes the opposing unit. 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 attacks.

If the score is equal to or under the attacker's **strength** value (Str) the attack has hit. If the score is a 1 then the attack hits regardless of the score required and is a lucky hit – see below for more about lucky hits.

If the score is more than the attacker's Str value the attack has missed. If the score is a 10 then the attack misses regardless of the score required and is a dud blow – see below for more about dud blows.

Lucky Hits and Dud Blows

This is essentially the same as for lucky hits and dud shots from shooting and has the same results aside from the special case for hazardous weapons as noted below.

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. See Allocate Hits below.

Some types of target have special rules that apply when a lucky hit is scored, for example units wearing Ghar battle armour suffer a hit to their plasma reactor (see page 136).

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. Dud blows cannot be re-rolled even where the unit is otherwise entitled to a re-roll of a miss for whatever reason.

In addition a dud blow can trigger a special weapon rule in some cases. For example, if weapons have the **hazardous hand-to-hand** rule a dud blow will rebound the hit onto the unit that struck the blow. See the Armoury for examples of these weapons.

Strength Modifiers

Compared to shooting there are only a few modifiers for hand-to-hand fighting as summarised on the chart below. Note that pins make **no difference** in hand-to-hand fighting. In the desperate do-or-die of close quarter fighting models fight just as effectively no matter how many pins they have.

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 bonus applies during the first round of fighting when a unit makes an assault. It gives the unit making the assault an initial advantage in hand-to-hand fighting.

Winning: this bonus applies during a round of follow on combat and is added to the Str of the unit that won the previous round. See Follow On Combat on page 43.

Hand Weapon: this bonus applies to any model that is fighting using a hand weapon. Hand weapons are either designed for close fighting or especially useful at close quarters, for example all pistols are hand weapons.

ALLOCATE HITS

Each hit scored must be allocated to an individual model within the opposing unit. This is done in the same way as for shooting. Lucky hits are always allocated first and are allocated

by the player who scored the lucky hit. The player whose unit has suffered the hits then allocates all remaining hits.

Regardless of who is allocating them, hits must be spread as evenly as possible throughout all the models that are fighting. Take all the dice that have scored hits and place them next to individual models to show which have been hit.

When it comes to light support and heavy weapon teams, hits are allocated against the crew and **not** against the weapon. This is on the assumption that the weapon itself is not fighting and is therefore not a viable target! However, a player scoring a lucky hit can choose to allocate it to a weapon if he wishes.

Buddy drones are not normally viable targets and hits are not allocated to them, but they can be allocated a lucky hit from hand-to-hand fighting if the attacker wishes just as they can from shooting. See the rules for Buddy Drones on page 110 for further details.

FIGHTING DOWN UNITS

Hand-to-hand fighting is normally resolved simultaneously, so both sides get to fight with all the models engaged and casualties are only removed once both have done so.

If one side is **down** then it always fights after its opponents have struck their blows and casualties have been removed. This means that down units will take casualties before they can fight back, reducing the number of combatants – potentially to none!

There is **no forced re-roll of hits** against down units in hand-to-hand fighting. The enemy is upon you and skulking in a hole is not going to save you now!

ROLL TO RESIST

The roll to resist is taken in the same way as for shooting and rather than repeat ourselves endlessly refer to page 31.

The exception is that models fighting hand-to-hand combat get **no cover bonuses** because the combat is assumed to have breached any cover. So, models within terrain that would normally offer cover, or in a defensive position that would normally give them cover, get no cover bonuses.

Models have a **strike value** (SV) in hand-to-hand fighting unless indicated otherwise in the special rules column on their stat line, or if a hit has been inflicted by a **hand weapon** with an SV of 1 or greater. Models fighting with a hand-weapon count its SV in hand-to-hand fighting, for example a plasma pistol has an SV of 2. Where available this modifier is applied to Res tests in the same way as for SV modifiers from shooting.

CASUALTIES

As with shooting, when a model fails its Res test it usually falls casualty and is removed from play. In some cases models may be entitled to a re-roll for whatever reason, in which case make the test again.

See the section on Casualties in the shooting section for various exceptions and special cases. These are the same for hand-to-hand fighting as they are for shooting so we won't repeat them unnecessarily. See page 32.

UNITS THAT SUFFER DAMAGE

Weapon drones, vehicles, heavy weapons and humungous beasts suffer damage when they fail a Res test. Refer to the damage table and make the necessary roll to get a damage result. The damage result will tell you how many pins to add to the unit (if any), whether a break test is required, or if the unit is damaged or destroyed outright. Where a break test is required wait until both sides have fought before taking this – see Assault Results below.

ADD PINS

Remove any casualties after both sides have fought and add a pin to each unit for every casualty it has suffered. For example, a unit taking two casualties will get two pins, a unit taking four casualties takes four pins, and so on.

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

Once hand-to-hand fighting is finished, and assuming neither side has been eliminated, the side that has the greatest number of **pins** in total is defeated.

A defeated unit must take a **break test** unless it is a unit type that does not take break test unless directed to do so by a damage chart (see Break Tests on page 44).

If one or both units are of a type that takes damage from a damage chart, a break test is only required when indicated on the chart. This could mean a unit might have to test even if it is not defeated, or can be defeated but does not need to test. Take any test required after both sides have fought and the result is established. If the test is failed the unit is destroyed. See Shooting on page 36 for damage charts.

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

Break tests are not necessary where a unit accumulates so many pins that it **auto-breaks**. Note that it is possible for both sides to auto-break if enough pins are inflicted. See Automatic Breaks on page 45.

Where a break test results in the destruction of one side the other must make a consolidation move as explained below.

Where neither side is destroyed following break tests units will either consolidate or fight again as described below.

CONSOLIDATE

After any break tests have been taken, each surviving unit can make a consolidation move (M). Units must **consolidate** in this way unless a follow on combat is fought as described below.

This is just an ordinary M move as if an advance order had been given and the unit were moving without shooting. However, no order is required to consolidate. This extra move is intended to enable units to move into a less exposed position where necessary and to adopt a proper formation following the hurly burly of combat.

If both sides survive both must consolidate unless the winners elect to fight a **follow on combat** (see below). The defeated unit moves first and in the case of a draw roll off to decide which side moves first.

A unit can consolidate regardless of its current order if it has one. If it does not have an order, the consolidation move does not prevent the unit receiving an order subsequently that turn.

Note that enemy units **cannot make a reaction** to a unit making a consolidation move because the move is part of the assault rather than a separate action resulting from an order. This means surviving units get a chance to reposition themselves without the enemy having any chance to make their own reaction.

Following consolidation the assault is complete and surviving units are no longer fighting.

Apart from fast units breaking off from combat, units already within 1" of the enemy at the start of their move must begin by moving to >1". Fast units breaking off from combat following point blank shooting can move over and through their enemies as described already on page 41.

Otherwise the consolidation move is treated like any other M move for that unit.

FOLLOW ON COMBAT

If both sides survive hand-to-hand fighting then the **winners** can decide to continue the fight.

In this case fight a further round of hand-to-hand combat in exactly the same way. You can only fight one further round of follow on combat, after which both sides must consolidate if they survive.

When fighting a follow on combat the winners of the previous round get the +1 Str bonus, as shown on the strength modifier table.

In the case of a drawn result both sides will normally consolidate. However, if **both** sides wish to do so they can fight a follow on combat instead. This doesn't usually happen because in most situations one side will wish to consolidate.

VEHICLES IN COMBAT

Vehicles cannot initiate an assault but sometimes can find themselves assaulted by the enemy.

If a vehicle has a strength (Str) stat it can fight hand-to-hand but only makes one attack as it is only a single model. This represents the vehicle turning upon its suspensors or directing its armour fields to knock away troops clambering upon it.

Vehicles are vulnerable in hand-to-hand fighting if the enemy are equipped with high SV weapons that can defeat their armour, especially from grenades which can **compound** SV from multiple hits as described in the Weapons section on page 85.

In most cases vehicles and weapon drones rely on point blank shooting to see off an assault, or else the protection of nearby infantry units.

Break Tests

Our troops – whether man or machine – can only take so much. Even the bravest and hardest know when the time has come to give up the fight – at least for the moment. We represent this with a **break test** in situations of dire stress or extreme damage. Where the situation is especially desperate units that fail this test are **broken**. Broken units are removed from the game and deemed to have been destroyed in the same way as units wiped out by shooting.

Of course, we recognise that our troops are unlikely to simply evaporate from sheer terror, or even to hurl their weapons to the floor and run from the fight in blind panic. Our troops are obviously far too courageous and highly trained for that, although whether we can say the same for the enemy is another matter. More likely broken units make their way from the combat zone in the best way they can. However, for gaming purposes a broken unit has fallen casualty and is removed from play.

WHO HAS TO TEST?

Most units must take break tests but different types of units test in different situations.

Units of **probes** never take break tests. Probes are simple machines with a limited sense of self-preservation.

Weapon drones, vehicles and humungous beasts that suffer damage on a damage table rather than casualties when they fail a Res test must take break tests as directed on their damage chart. They **never** test in other situations unless facing an automatic break.

Other units, i.e. units that suffer casualties when they fail a Res test, must take tests as described for Casualty Tests below. This includes **infantry** and **mounts**, including equivalent **command** units, **light** and **heavy weapon teams**, **beasts** and **swarms**.

MIXED UNITS

Mixed units are very rare, but there are some. For example a Matronite Brood Mother can be accompanied by Lavamite Hatchlings whilst a Ghar Bombardment Crawler is accompanied by Scutters. In these cases the units comprise a humungous beast plus swarms and a vehicle plus mounts.

Where a unit is mixed in this way it takes break tests as if it were a weapon drone, humungous beast or vehicle unit so long as those models remain part of the unit. These

accompanying models do not change the unit type unless the accompanied model is destroyed.

CASUALTY TESTS

A break test is required in the situations noted below. Note that it will often happen that a test is triggered twice, i.e. a unit has one or more pins per model **and** has suffered half its number as casualties. So long as both triggers result from the same cause only one test is required.

- **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 as a result **and** has at least one pin for every model in the unit once casualties are removed and pins placed.

For example, if a unit of 3 men has 2 or more pins already, then it must take a break test if it is shot at and hit causing it to take another pin, regardless of whether it takes a casualty or not.

- **Half number casualties.** A break test must be taken if a unit is shot at and hit by an enemy unit and suffers half of its number or greater as casualties. Take the test after adding a pin to take account of hits taken.

For example, if a unit of 5 men is shot at and suffers 2 casualties no break test is required, if the same unit is shot at and takes 3 casualties then a break test must be taken.

- **Following hand-to-hand fighting.** A break test must be taken by a unit that has been defeated in hand-to-hand fighting as described in the rules for Assaults (page 39). In the event of a draw both sides must test. Take the test once combat results have been worked out.

Weapon teams don't count their weapon as a member of the unit for break tests. Fond as the crew may be of their plasma light support weapon, it does not count as one of the team. So, a unit consisting of a weapon and two crew is two models for purposes of break tests and must test if one crewman is killed (half casualties and one pin per model both applying in this case).

Buddy Drones are items of equipment in the same way as a weapon and are not counted as members of their unit. E.g. an infantry unit of 5 models plus a spotter drone is a unit of 5 and not a unit of 6.

TAKING A BREAK TEST

A break test is taken against the unit's **command** (Co) value. This is essentially the same as an **order** or **recovery** test, but specific bonuses and special rules sometimes apply to either kind of test so we make the distinction.

"The Aan Shard is dying and with it the knowledge of a world. But there are many worlds – many Shards – and together we are imperishable."

Karad Vek, NuHu Renegade Mandarin of Aan

A unit's Co value is the Co stat minus 1 for each pin marker on the unit in the same way as for Order tests (page 15). Further bonuses or penalties are sometimes applied due to the presence of commanders or special rules. Roll a D10.

You're just human, friend – and only just if I'm any judge – just flesh, blood and a few bits I don't altogether recognise. Well man or machine there's only so much anyone can take. Dead heroes are no use to anyone – 'cept headhunters and maybe your regen agent if you're lucky. So stay sub-zero. If things are looking bad catch your breath and reboot – the shard will pull everything together if you give it a chance.



PASS

If the result is equal to or lower than the unit's modified command value the unit **passes** the test and there is no further effect.

On the D10 roll of a natural 1 the test is passed regardless of the score required. If the unit is pinned then it also removes one pin. For now at least when it comes to danger they just love it!

FAIL

If the result is higher than the unit's modified command value the test is **failed**.

On the D10 roll of a natural 10 the test is failed regardless of the score required and the unit is **broken** and destroyed regardless of other considerations.

Otherwise:

- A unit that is testing following defeat in hand-to-hand fighting is always **broken** and 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 **broken** and destroyed.
- A unit that has suffered **no more than half** of the models it started the game with as casualties is not broken but is **forced down** instead. See Units Forced Down below.

BROKEN UNITS

Broken units are considered to have been destroyed and are removed from play in the same way as units destroyed by shooting or other means. Their order dice are removed from the dice bag, or from the table, and given to the opposing player.

Units Forced Down

A unit that fails a break test can be forced down instead of broken in some situations as indicated above.

If a unit is forced down then give it an immediate **down** order. If the unit still has an order dice to draw from the dice bag take the dice from the bag and give the unit a down order. Otherwise, if the unit already has an order dice turn it to show the unit has gone down.

Bear in mind that a multiple order dice unit (MOD) can have order dice in play and one or more dice in the bag. In these cases always take the dice from the bag and give the unit a new down order. See Multiple Order Dice for more about how this works (page 17).

If the unit **already has a down order** and is not a MOD unit with dice remaining in the bag, then the unit stays down but gains an **additional pin**. This can potentially cause an auto-break as described below. If the unit is a MOD unit with dice remaining in the bag then take a dice and add a down order without further penalty (the unit will now have two or more down orders).

Automatic Breaks

A unit which has at least as many pins as its raw command stat is automatically broken and destroyed as if it had taken and failed a break test on the roll of a 10.

If a unit with at least as many pins as its raw command stat is taking a break test following hand-to-hand fighting then it is automatically broken and destroyed.

Auto-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 each round of hand-to-hand fighting when break tests would otherwise be taken.

Units of One or Two

Units that comprise one or two infantry or similar models at the start of the game cannot be reduced below half their original number without being wiped out in their entirety. As a consequence they will always go down when they fail a break test on any roll other than a 10 or an auto-break.

This means that very small units such as light weapon teams of two men will tend to test more often and go down more often, although they can only be broken on a roll of 10. Overall this tends to even out, although it makes small units less reliable than bigger ones.



Reactions

A **reaction** describes a situation where a unit's **order** and subsequent **action** can potentially trigger a response from the opposing side. These reactions interrupt the normal turn sequence. Exactly how they work depends upon the situation.

Remember, reactions are **always** made in response to actions resulting from an enemy **order**. A unit cannot react to another unit's reaction, nor to movement or shooting that takes place in other situations. For example, point blank shooting that takes place during an assault or consolidation moves that are made once an assault is over.

Sure Bo's got reactions like a skark 'cos that's where he got 'em from and a few other bits I won't mention... Make no mistake – speed counts for nothing if you don't know what you're about. Once you've a mite more experience under that harness you'll know when to trust your instincts, break with the shard and just go for it.



INTRODUCING REACTIONS

Important! The reaction rules introduce a layer of additional complexity offering many interesting tactical possibilities. However, they take some getting used to. It is therefore a good idea to familiarise yourself with the basics of game play before attempting to use the reaction rules. The easiest reaction to apply, and the most useful one for novice players, is the **down** reaction, so this is a good one to start with.

MAKING A REACTION

A unit can make a reaction if it either has **no order**, if it already has an **ambush order**, or if it is a multiple order dice (MOD) unit that still has at least **one order dice remaining** in the dice bag.

Units that already have other orders, MOD units that have used all of their available order dice, and probe units in all situations cannot attempt a reaction. There are a few exceptions to this on account of special rules for specific troops and equipment, notably Isorian phase armour and phaseshift shields. These cases are covered in the rules for troops and equipment where appropriate.

A unit can only attempt **one** reaction against an enemy unit as it makes its action. It is possible for two or more units to react

against the same enemy action, but in this case the player must declare **all** reactions before testing for any. It is not allowed to attempt a reaction, fail, and then attempt another reaction with a different unit.

Units that have an ambush order are waiting and watching for the chance to react. They are therefore treated differently to other units when it comes to making reaction tests. However, the player must still declare they are reacting at the same time as other units as described above. See Ambush on page 49 for more about how this works.

REACTION TEST

Except for units making a **go down** reaction, units wishing to make a reaction must first take and pass a **reaction test** against their **initiative** (Init) value. Go down reactions happen automatically as explained on page 48.

A unit's Init value is its initiative stat minus 1 for each **pin** on the unit. This is essentially the same as for an order test made against a unit's command value, but in the case of reaction tests Init is used instead.

For example, if a unit has an Init stat of 7 and 1 pin its Init value is 6. Further factors can affect this value, most commonly the near presence of heroic commanders.

Roll a D10 and compare the result to the tester's Init value.

Pass. If the score is equal to or less than the unit's Init the test is passed and the unit makes the desired reaction.

If the roll is a natural 1 the test is passed regardless of the score required and so keen is the unit to deal with the enemy it also removes **one pin**, assuming it has any. If the unit has no pins there is no further effect.

Fail. If the score is more than the unit's Init the test is failed, the unit does not make the intended reaction, and the unit suffers **one pin** as a penalty.

If the roll is a natural 10 the test is failed regardless of the score required and the unit takes **two pins** instead of one.

When a unit makes a successful reaction an order dice is drawn from the dice bag and placed next to the unit. Every reaction is equivalent to an action on the order dice. This is summarised on the Reaction Chart and described for each individual action below. Place the dice so that it shows the action made.

When a unit fails to react there is no further penalty. Its order dice remains in the dice bag and the unit can be given a subsequent order or can attempt further reactions if desired.

MODs and Reactions

A MOD unit can attempt a reaction so long as it has order dice remaining in the dice bag. For example, a MOD2 unit can be



given a fire order and can still attempt a reaction using its second unused dice. However, a MOD unit can still only make one reaction to an enemy action no matter how many dice it has remaining.

Note that a MOD unit that has a current ambush order is also able to make reactions as described below for units with ambush orders.

REACTIONS

The chart summarises the reactions available and lists where they can be used together with the equivalent action on the order dice.

For more about how each reaction is used see the detailed descriptions that follow.

REACTION CHART



Reaction	React To	Reactor's Order
Go Down	When shot at by an advance or fire action.	Down
Stand and Shoot	When assaulted by a run action (including sprint).	Fire
Escape	When assaulted by a run action (including sprint).	Run
Firefight	When shot at with a fire action up to 20" range.	Fire
Dash to Cover	When shot at with a fire action more than 20" range.	Run
Ambush	An advance or run/sprint action within LOS.	Fire

"For thousands of years no human has had an original thought or had to make a decision. That is the triumph of the Seventh Age. That is the gift of Integrated Machine Intelligence!"

Vard Bero Harran of House Oszon

GO DOWN

A unit that is targeted by enemy shooting can react by going down. This happens when the shooting player declares his target and before rolling 'to hit'. The player whose unit is being shot at must declare his unit is going down.

No reaction test is required for a unit to go down. Take an order dice from the dice bag and place it by the unit with the down side uppermost. The unit is down just as if it had made a down action.

Infantry, beasts, weapon teams and equivalent command benefit from forced Acc re-rolls when they go down – see page 29. Other units don't benefit, but can still react by going down if the player wishes. Although there is no benefit when it comes to being shot at, the unit will be able to shed a pin at the end of the turn if it makes a successful recovery test, which may be considered worthwhile in some situations.

STAND AND SHOOT

A unit that has been successfully assaulted by an enemy can react by shooting as the enemy approach. If successful, this enables it to shoot **first** with point-blank shooting rather than simultaneously as usual.

If a unit successfully reacts by standing and shooting give it a **fire** order. Although the unit has a fire order, none of the bonuses normally associated with fire actions apply during an assault. We give the unit a fire order so it is clear that it shoots at the assaulting unit without moving, and does so before the assaulting unit works out its own point blank shooting.

ESCAPE!

A unit assaulted by an enemy can react by making an immediate move to try and place itself out of reach. This reaction has to be made as soon as the assault is declared and before the assaulting unit moves. As neither player can measure the distance, the player making the reaction must judge whether he is in danger from the assault and make his decision accordingly.

If a unit successfully reacts with an escape give it a **run** order and either make a 2M run move or 3M sprint where permitted to do so (if the player wishes to make a sprint declare this before moving in the same way as for other sprints).

The unit moves away from the enemy it is trying to escape from and must end its move further away than when it started. It doesn't matter exactly which route the unit takes and it can move around or through terrain in any way the player considers most advantageous.

Once the escaping unit has moved the assaulting unit must complete its assault in so far as it can as described in the Assault rules (page 40). If the escaping unit has moved beyond

reach it escapes and the assault fails. If the escapers are caught the assault is successful. In this case the escaping unit cannot engage in point blank shooting (it is too busy running away!).

FIREFIGHT

A unit that is shot at by an enemy unit with a **fire** order at ranges of **20" or less** can react by shooting back. The player must declare the unit is making a firefight reaction when the unit is nominated as a target and the range measured. Shooting takes place simultaneously with enemy fire. Both units shoot before both remove casualties and make any consequent break tests.

If a unit successfully reacts it gets a **fire** order. Work out shooting for the unit in exactly the same way as you would for a normal **fire** action.

Note that a unit can only target the enemy unit that it is reacting to. Even units that are normally allowed to split their fire against different targets must shoot everything at the unit they are reacting to.

DASH TO COVER

A unit that is shot at by an enemy unit with a **fire** order at ranges of **greater than 20"** can react by dashing to cover. The player must declare the unit is dashing to cover when the unit is nominated as a target and the range measured.

If a unit successfully reacts give it a **run** order and make a run 2M move or a 3M sprint if permitted to do so. If the unit is making a sprint declare this before moving in the same way as other sprints).



The unit makes its move before the enemy get to shoot. This move can be in any direction so long as it places at least some models either into cover, behind intervening terrain or out of LOS, or takes the unit further away from the enemy who are shooting at them. The move is made like any other run move made as an action. For the avoidance of doubt, a dash to cover cannot be used to launch an assault!

Bear in mind that if the unit sprints 3M, or if it is a fast unit that runs 2M, hits inflicted upon it will have to be re-rolled by the shooters as described in the Shooting section (page 29). This means that dashing to cover can often be a very effective way of avoiding enemy fire, even if you can't actually get behind cover or out of sight.

AMBUSH

A unit can only make an ambush reaction if it has already been given an ambush order. In this respect the ambush reaction is different from other reactions and because it results from an order that is already issued its reaction test is treated as already 'passed'.

A unit can spring an ambush if it has an ambush order and if an enemy unit moves within its field of fire with a run or advance action. The ambush can be sprung at any point during the enemy unit's move, but see below for units making an assault. The player declares his unit is springing an ambush and his opponent must halt the unit at the ambusher's preferred point, taking note of the distance moved so far.

The ambushing unit gets 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.

Bear in mind that ambushers shooting against units that are sprinting 3M or fast units that are running 2M will suffer a forced re-roll of hits as described in the Shooting section on page 29.

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. Note that this doesn't stop ambusher's point blank shooting in the usual way or making a stand and shoot reaction.

Giving Up Ambush

A unit that is already in ambush can give up its ambush dice and make a different reaction if the player wishes. Because the reaction results from an order that has already been issued the reaction test is treated as already 'passed'.

Retaining Ambush Orders

As already described, a unit can retain its ambush order from turn to turn if the player wishes. This enables units to start the turn on ambush and spring an ambush on any enemy units moving within their LOS. See Orders on page 16 for more about this.



NuHu commander leads a Concord strike force in battle.

Terrain

By 'terrain' we mean the actual landscape over which our army will fight, whether natural or otherwise. As such, terrain encompasses everything from lush vegetation – the equivalent of jungles and forests – to industrial facilities, agricultural zones and innumerable kinds of habitation. The worlds of Antarean space are as varied as it is possible to imagine. Some are densely populated worlds of towering cities whilst others are virtual deserts of broken rock and lifeless craters. All are potential battlefields for our forces.

When it comes to representing terrain and formulating rules we divide terrain into broad types as follows.

- Area Terrain
- Obstacles
- Hills and High Ground

We will consider buildings separately as further rules will be needed to deal with units fighting from and within buildings. See Buildings on page 59.

AREA TERRAIN

By area terrain we mean a delineated area representing some kind of terrain feature such as a boulder field, a patch of vegetation, woodland, marsh, sand dunes or whatever. It doesn't really matter how the area is delineated so long as it's clear where the terrain starts and ends.

Some players prefer to make a separate scenic model with its own base, whilst others are happy to delineate the area using a few rocks, vegetation or whatever kind of terrain is being represented.

Ideally, a single piece of area terrain should be no bigger than 8" x 8". Larger areas of terrain can be represented by putting two or more areas together.

As the line of sight rules allow for shooting through only a limited amount of terrain it is necessary that we categorise terrain into areas that are fairly modest in size. This is also a size that looks and feels right on a typical wargames table.



TERRAIN AND LINE OF SIGHT

Before we describe the rules for specific kinds of terrain it is worth reminding ourselves how terrain affects line of sight.

Terrain is categorised into three types for purposes of LOS: open terrain, light terrain and dense terrain. In addition some kinds of terrain block LOS completely, for example you cannot see through a building or through a hill – although this does not usually apply to area terrain.

OPEN TERRAIN

Open terrain does not affect LOS at all. You can see right over open terrain. The flat expanse of the battlefield is open terrain and so would be a pool of water, an area of mud or quick sand, or a patch of low growing tangle-grass for example.

LIGHT TERRAIN

Light terrain affects visibility to some extent. You can only see through a limited amount of light terrain as described in the rules for LOS on page 26. Light terrain is typically something like scrubland, an area covered by scattered rubble or boulders, or an area of growing crops for example.

DENSE TERRAIN

Dense terrain cannot be seen through except where troops are within it as described in the rules for LOS on page 25. Dense terrain is typically something like thick jungle or mature woodland, an area of closely packed large rocks, or a region covered with tumbledown ruins.

TERRAIN AND COVER

Some kinds of area terrain confer a cover bonus to infantry and similar sized troops within them. Large models never benefit from this cover bonus, and some kinds of weapon also negate the bonus. However, in most cases troops within cover receive a cover bonus to their resist value (Res) of +1, +2 or +3.

TERRAIN AND MOVEMENT

Some kinds of terrain present no impediment to movement; they can be traversed without reduction of pace or risk of coming to an unexpected halt. Other kinds of terrain can potentially slow troops down or bring them to a stand still; these are described as **difficult terrain**. A third type of terrain is simply impassable and cannot be entered or crossed at all.

It is possible for area terrain to be difficult terrain for one kind of unit whilst no impediment or impassable to another. For example, deep water is impassable to infantry units but open terrain to vehicles buoyed upon suspensors, which can ride over the water surface (see below).

If terrain is described as 'difficult' then a test is required when entering or moving through, and if this is failed a model's pace is reduced to half rate through that terrain. If terrain is more difficult still there may be a modifier to the tested value – usually -1, -2 or -3. See the Movement section for rules affecting difficult terrain on page 22.

Probes suffer no impediment to their movement due to terrain. This does not mean they can move through solid

In humanity's primitive past there was simply life and death, but in the Seventh Age death is rarely absolute for humans born upon civilised worlds.

Whilst bodies can die or be blown apart, minds can be preserved at least in part and transferred into machine intelligence or cloned creatures. Such dead are not truly dead, but nor are they quite the same as the living, and many who tread this path ultimately choose self-annihilation over eternal inhuman existence.

topographical objects such as hills or mountains – but their movement is not otherwise constrained by the kinds of area terrain described below.

SUSPENSORED UNITS

The advanced civilisations of Antarean space use structural suspensor technology to build drones and other vehicles that hover in the air above the ground surface. Many types of loose or liquid terrain that would be impassable to a typical 21st century vehicle are easily traversed by a suspensored Antarean vehicle. Unless otherwise stated we assume that all kinds of drones and vehicles including bikes are **suspensored** units. If vehicles are an exception then this is stated as a special rule for that vehicle, for example Ghar vehicles are not suspensored because they have the special rule Crawlers.

TYPES OF AREA TERRAIN

There is no strict limit upon the types of terrain we might wish to represent and players are welcome to create new ones should they feel the inclination. The following list is fairly comprehensive and covers a variety of terrain types providing suitable rules for each. The terrain descriptions follow the same format:

Name: E.g. Wild Whortleberry Patch

Description: E.g. Whortleberries are a common weed on the agricultural world of Antagon IV and grow to gigantic size. Their massive leaves cast the ground beneath into perpetual shadow. The brightly coloured berries are larger than a man's head and their pulp is sweet, sticky and mildly hallucinogenic. In the flowering season Whortleberry pollen hangs in the air like a thick yellow dust and inadvertent inhalation can induce immediate intoxication. Prolonged exposure leads to delirium followed by temporary paralysis. Antagonian farmers who suffer constant low-level exposure may be recognised by their expression of glazed stupefaction and vividly hued teeth.

LOS: E.g. Light Terrain

COVER: E.g. Res +2

DIFFICULT: E.g. YES

Special Rule: E.g. Human troops that go down within a Whortleberry patch, whether as a result of failing an order, as a reaction, or any other means, gain one extra pin at the end of each turn if they fail to recover their order dice back into the dice bag.

LOW SCRUB

Low Scrub is an area of scattered, mostly low vegetation that offers a slight degree of cover but which does not impede the movement of troops or vehicles. Think of this as tumbleweed or low bushes or fungi up to about man height or slightly taller.

LOS: Light Terrain

COVER: Res+1

DIFFICULT: NO

SCRUB

Scrub is more closely packed than low scrub comprising thorny, tangled or luxuriant vegetation, perhaps with the odd large tree or the equivalent.

LOS: Light Terrain

COVER: Res+1

DIFFICULT: YES

SPIKER SCRUB

Spikers are cactus-like creatures – neither plants nor animals – that have the ability to shoot poisoned spines at anything that gets too close. In this way the stationary spikers not only protect themselves from predators, but the corpses of their victims create nutritious mulch that spikers easily absorb through their tentacle-like roots.

Special Rule: If a unit moving through or into an area of spiker scrub fails the Ag test for difficult terrain it suffers D3 strike value (SV) o hits. If the unit is heavily armoured (i.e. Res 11+) it does not take a pin on account of this hit unless the hit causes damage. Otherwise the unit also takes a pin on account of being hit.

LOS: Light Terrain

COVER: Res+1

DIFFICULT: YES

LIGHT WOODLAND

Light woodland comprises a mixture of trees and scrub or the alien vegetative equivalents. A single area of light woodland of the size we have described is not sufficiently dense to entirely block line of sight and offers substantial cover to troops within it.

LOS: Light Terrain

COVER: Res+2

DIFFICULT: YES

DENSE WOODLAND

Dense woodland comprises the same sort of plants or equivalents as woodland but is considerably more thickly overgrown and the vegetation is likely to include larger and more tangled growth. Dense woodlands are too thickly overgrown for large models to

move through, including vehicles, or for troops to see from one side to the other.

LOS: Dense Terrain

COVER: Res+2

DIFFICULT: YES-1/Impassable to large models

FOREST

By forest we mean even denser plant growth, making movement harder still.

LOS: Dense Terrain

COVER: Res+2

DIFFICULT: YES-2/Impassable to large models

JUNGLE

Jungle is the ultimate in dense vegetation where progress is likely to be impeded by plant growth to an even greater extent.

LOS: Dense Terrain

COVER: Res+2

DIFFICULT: YES-3/Impassable to large models

ROCKY GROUND

This is an area covered in scattered rocks and boulders perhaps up to about half the height of a human and possibly with the odd larger boulder here and there. These



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



Another sticky situation for these Freeborn as they traverse a marsh.

are common features of lunar style landscapes, but also of desert regions and rocky uplands in general. Rocky ground is sufficient to slow down movement but not to prevent troops moving through. It affords a degree of cover to troops and limits line of sight to some extent.

LOS: Light Terrain

COVER: Res+1

DIFFICULT: YES

RUBBLE

Rubble is an area covered with building debris and devastation and is comparable in every way with naturally rocky ground.

LOS: Light Terrain

COVER: Res+1

DIFFICULT: YES

BOULDER FIELD

This is an area of densely strewn rocks up to about man height affording cover to troops but impenetrable to vehicles and large models. A boulder field is sufficiently dense to block line of sight from one side to another. As with areas of rocky ground, these are

common features of lunar type worlds that may be devoid of vegetation or running water.

LOS: Dense Terrain

COVER: Res+2

DIFFICULT: YES-1/Impassable to large models.

RUINS

This is an area covered with building debris including constructions that are still partially standing in places, possibly up to their full height even. In our game these feature are comparable to a natural boulder field.

LOS: Dense Terrain

COVER: Res+2

DIFFICULT: YES-1/Impassable to large models.

ROCKY PINNACLES

These are isolated rocky projections of considerable height, but relatively tall and thin. It is quite easy for troops to move between them but they are impassable to vehicles and other large models. They might comprise natural formations of rocks eroded by nature,

spikes formed by the accretion of minerals much like stalagmites, or mineral towers raised by alien creatures in the fashion of a termite mound.

LOS: Dense Terrain

COVER: Res+2

DIFFICULT: NO/Impassable to large models

CRATERED GROUND

Cratered ground is just that – an area of ground covered with fairly small craters! Such craters might be shell holes or they could be natural formations resulting from small meteorite strikes or volcanic activity. Either way, the craters are sufficiently shallow not to completely prevent movement, and will afford some cover to troops sheltering within them.

LOS: Open Ground

COVER: Res+2

DIFFICULT: YES

MARSH

A marsh or area of boggy ground is sodden with water or some other liquid making it extremely difficult to move through for men and vehicles. The little low-growing vegetation that may emerge from its depths is not sufficient to offer shelter, and generally speaking these are places to avoid where at all possible.

LOS: Open Ground

COVER: NO

DIFFICULT: YES –1

Special Rule: If troops fail their Agility test when attempting to move into or through a marsh then they do not move through the marsh at all, except for suspended units as noted below. If attempting to move into it they halt at the edge when they reach it. If attempting to move through it they do not move at all. In addition a unit that has failed to move into, or through, a marsh gains a pin marker.

**“The IMTel sees all, knows all, and embraces us all.
If you were NuHu you would understand. ”**

Yu Hamnu



Isorian Phase Troopers move through an area of low crops.

Suspensored models that fail their Agility test are reduced to half speed, without suffering further penalties. Because they float above the terrain surface they are not affected in the same way as troops on foot, for example. This is also true for Mires and Quicksand, which are otherwise comparable to marshes.

MIRE

By mire we intend a marshy area that is even more treacherous and unpleasant than a regular bog! A positive quagmire of ghastliness that poses all kinds of dangers for troops attempting to cross.

LOS: Open Ground

COVER: NO

DIFFICULT: YES –2

Special Rule: If troops fail their Agility test when attempting to move into or through a mire then they do not move through the mire at all, except for suspensored units. If attempting to move into it they halt at the edge when they reach it. If attempting to move through it they do not move at all. In addition a unit that has failed to move into, or through, a mire gains a pin marker.

As if this were not bad enough – if a 10 has been rolled then not only do the troops fail to move – but one of their

number selected at random is immediately drawn to their destruction beneath the mire – remove the model as a casualty.

Suspensored models that fail their Agility test can move as described for marshes.

QUICKSAND

Quicksand may appear deceptively solid and reassuring but troops that step into it risk falling to their doom in the liquefied mud beneath.

LOS: Open Ground

COVER: NO

DIFFICULT: YES –3

Special Rule: If troops fail their Agility test when attempting to move into or through quicksand then they do not move through the quicksand at all, except for suspensored units. If attempting to move into it they halt at the edge when they reach it. If attempting to move through it they do not move at all. In addition a unit that has failed to move into, or through, a quicksand gains a pin marker.

As if this were not bad enough – if a 10 has been rolled then not only do the troops fail to move – but one of their number selected at random is immediately drawn to their destruction beneath the quicksand – remove the model as a casualty.

Suspensored models that fail their Agility test can move as described for marshes.

MUD OR SAND

An area of deep mud or soft sand is likely to slow down troops attempting to move through it. Deep mud features might be found by rivers where they have flooded their banks, water meadows, and mud flats left by receding oceans. Soft sands might be found as desert dunes or tropical beaches, or perhaps just as dense layers of fine dust on an otherwise barren and lifeless landscape.

LOS: Open Ground

COVER: NO

DIFFICULT: YES/No
for suspensored units

Special Rule: Suspensored models are not affected by mud or sand – they can move over it without testing Agility.

BROKEN GROUND

Broken ground is ground that is rough or uneven, possibly because it has been prepared for cultivation, but perhaps ground that has been cleared in readiness for building, or possibly as a result of a bush fire or some natural catastrophe. Broken ground offers no cover and no restriction of sight, but stands to slow down units moving within it.

LOS: Open Ground

COVER: NO

DIFFICULT: YES

FISSURES OR POTHOLES

This is an area of ground that is deeply riven by fissures, covered by deep potholes, or otherwise unstable in some fashion. The surface might be partially covered by loose soil or undergrowth concealing the dangerous nature of the terrain. These could be natural features, perhaps the result of volcanic activity or of extreme heat that cracks the ground apart. Or they could result from the burrowing of subterranean living creatures of one kind or other.

LOS: Open Ground

COVER: NO

DIFFICULT: NO

Special Rule: Units attempting to move into or through an area of fissures must take and pass an Agility test to do so safely. If this test is failed the unit suffers a pin marker.

LAVA FLOW

This is an area of ground covered by a recent lava flow and still very hot and perhaps even molten in places. The surface might be partly covered by ash hiding something of the danger beneath.

LOS: Open Ground

COVER: NO

DIFFICULT: YES-1

Special Rule: If a unit is moving through or into a lava flow and fails the associated Ag test for difficult terrain it suffers D3 strike value (SV) 3 hits as soon as the test is failed and also takes a pin on account of being hit. This applies even to heavily armoured targets.

LOW CROPS

Crops can take many forms, many are relatively low growing, reaching something well under the height of a human or perhaps just a few feet. Areas of low growing crops present almost no barrier to movement or sight, and only a little cover to troops within them.

LOS: Open Ground

COVER: Res +1

DIFFICULT: NO

TALL CROPS

Tall crops are relatively high and broadly speaking about as tall as a human or more so. Areas of tall crops don't offer more substantial cover than lower crops but obscure sight because of their greater height.

LOS: Light Terrain

COVER: Res +1

DIFFICULT: NO

HOT WATER GEYSERS

This is an area of boiling hot mud and geysers that spurt plumes of super-heated steam into the air.

LOS: Open Ground

COVER: NO

DIFFICULT: YES-2

Special Rule: If a unit is moving through or into an area of hot water geysers and fails the associated Ag test for difficult terrain it suffers 1 strike value (SV) 5 hit as soon as the test is failed and takes a pin on account of being hit. This applies even to heavily armoured targets.

DEEP WATER

Deep water doesn't often feature in our games but we'll make allowance for it none the less. This is an area of deep water or other liquid. It could be very liquid mud or some molten substance rather than water, but either way it is impossible for troops to move over on foot.

LOS: Open Ground

COVER: NO

DIFFICULT: IMPASSABLE/No for suspended units

Special Rule: Suspended models are not affected by water – they can move over it without testing Agility as if it were solid ground.

JUNK YARD

A haphazard pile of scrap and refuse, broken machinery and recovered materials awaiting recycling, refining or recompression. Perhaps enclosed by a low fence or wall, but treated as a single area of terrain.

LOS: Light Terrain

COVER: Res +2

DIFFICULT: YES -1

INDUSTRIAL AREA

An area devoted to storage with stacks of barrels or crates, hoppers, silos, heaps of loose material and so on. Or possibly an area devoted to small scale construction and manufacture, such as a building site or the area around a primitive kiln or ovens. Perhaps enclosed by a low fence or wall, but treated as a single area of terrain.

LOS: Dense Terrain

COVER: Res +2

DIFFICULT: YES -1

ENCLOSED GARDEN OR DOMESTIC YARD

An area of garden or orchard or similar, or a domestic yard associated with a habitation of some kind. Probably surrounded by a low and fairly insubstantial wall, fence or hedge, but treated as a single area of terrain.

LOS: Light Terrain

COVER: Res +1

DIFFICULT: YES



Ghar move amongst rubble towards their objective.

OBSTACLES

By obstacle we generally mean low linear obstacles that form a barrier – often a defensible barrier – something like a low wall, a tangled line of vegetation, a barricade of wreckage or rubble, a rocky outcrop or the rim of a crater. The basic rules for moving up to and over obstacles are described in the Movement rules on page 20.

An obstacle should be no more than 2" wide including its base if it has one and more than 2" long in total. An obstacle can potentially be any length, but when choosing and placing scenery a single 'length' is up to 8" as described in the rules for scenarios page 139.

OBSTACLES AND LINE OF SIGHT

Intervening obstacles restrict visibility in the same way as light area terrain as described in the rules for Line of Sight on page 26. We describe models that are placed directly behind a low obstacle as in a defensive position; models in a defensive position behind an obstacle can see over it and can be seen just like troops in the open.

OBSTACLES AND COVER

Low obstacles confer a cover bonus to infantry and similar sized troops in a defensive position. Large models never benefit from this cover bonus, and some kinds of weapon also negate the bonus, for example overhead weapons. However, in most cases troops in a defensive position receive a cover bonus to their resist value (Res) of +1, +2 or +3.

OBSTACLES AND MOVEMENT

Most units can cross low obstacles with a standard advance (M) move without penalty, but must take and pass an agility

(Ag) test to cross at a run (2M or 3M). Some kinds of heavy equipment and other specific exceptions are restricted to an advance move (M) and must test Ag to cross. The rules for this are covered in the Movement section on page 20.

As always the movement of probes is not affected by obstacles in their path. They can move straight over them without risk or penalty to their movement.

TYPES OF OBSTACLE

The following list covers general types of obstacles and provides suitable rules for each. Rules for line of sight and visibility are the same for all low obstacles, so our description follows a format as follows:

Name: E.g. Lasher Nest

Description: E.g. a long mound of compacted earth and stone that is the natural nest of fearsome lashers, predatory creatures that dart from their lair to bite chunks out of unwary passers by. The nest is partially composed of the bones and half decayed corpses of creatures killed by the lashers.

COVER: E.g Res +2

Special Rule: E.g. Any human infantry, beast or weapon team unit in a defensive position behind the lasher nest risks stirring up the lashers each time they take an order test and make an action. As soon as the unit is given an order, roll a D10: on the score of 1-5 the lashers keep quiet, on a 6-10 they lash out, inflicting D3 hits on the unit with a strike value of 1. Resolve these hits before the unit makes its action. The unit also takes a pin because it has been hit by the lashers. A unit that retains a down or ambush order need not test – keeping quiet is the thing to do when lashers are about – and units that react need not test – too quick for the lashers this time!



Boromites confront Algoryn in dispute over mining rights...

Hasty Barricade/Improvised Barrier

A hastily erected barricade built from all kinds of refuse and scrap that happens to be lying around, including household throwaways and other organic material, building debris, abandoned machinery and packing crates.

COVER: Res +2

Hedge/Vegetation

A hedge of whatever local vegetation is favoured for the purpose, probably ornamental in nature or perhaps serving as a field barrier for crops or stockade for livestock. Vegetation provides only limited cover but is better than nothing!

COVER: Res +1

Rocks, Wall or Rampart

This is a barrier formed of rocks, whether a natural formation or piled up to make an obstacle, or a low wall or possibly an earthwork thrown up to make a barrier. These are solid and substantial defences whether deliberately intended to be so or otherwise, and troops will be able to make effective use of them.

COVER: Res +2

Fortification

Here we are dealing with a deliberately constructed fortification such as a trenchwork, firing pit, or row of foxholes. Such obstacles are of limited value in Antarean warfare because static defenders are all too easily located, targeted and eliminated – but where occasion demands they afford the maximum cover available.

COVER: Res +3

Crater Rim

The rim of a large impact crater or shell hole forming a portion or the entirety of a circle. Such craters are common features of rocky airless worlds where successive impact craters often overlay each other creating a broken landscape of jagged rocks.

COVER: Res +2. This includes the interior if the crater is no more than 8" across.

Special Rule: If the crater is no more than 8" across then line of sight can be drawn across the entire crater as if it were a single low obstacle. Even though line of sight passes over both sides of the crater rim we treat it as a single low obstacle. In addition, if the crater is no more than 8" across any models inside the crater but not in a defended position behind the rim still get a cover bonus of +2.

Pipeline

Pipelines will generally carry liquid or powdered substances from one place to another, although fractured or damaged lines might conceivably end abruptly, maybe spilling their contents onto the ground.

COVER: Res +2

The search for Builder technology is one of the major drivers behind the exploration of Antarean space. Compression technology is a derivation of Builder graviton manipulation science. It provides the basis for low-speed propulsion motors, suspensors, anti-gravity, and hyper-compressed materials otherwise known as hypermats or HMC.

HMC allows quantities of raw material to be stored in tiny volumes, and then reshaped or expressed in the form of useful tools, weapons or other machinery. For example, HMC allows a 'mother' nanodrone to express workmate nanites.

Compression fields allow the same drones to re-absorb materials as HMC, effectively giving a drone a workshop of tools and materials to draw upon as required. IMTel probes use this technology to maintain the conductive nanosphere fundamental to PanHuman Concord and Isorian Senatex society.

HILLS AND HIGH GROUND

Some players will no doubt have fully modelled gaming tables that incorporate rising and falling ground into the table surface itself.

For practicality's sake we assume that the playing surface is flat and that players will place model hills and other areas of high ground as separate terrain features, much as you would place area terrain.

This doesn't stop players using modular boards or other fully modelled terrain if they prefer, although such arrangements are naturally less flexible in terms of the placement of individual features.

When placing terrain as described in the scenario section a single hill area is no larger than 12" x 12", see Scenarios (page 139). Two or more such hills can be placed next to each other to create a large area of upland, which might be represented by a single larger hill model, say a ridge 24" by 12".

HILLS AND LOS

Any intervening rising ground that obscures the target from the shooter's point of view obscures line of sight (LOS) as described in the rules for Line of Sight on page 25.

No Acc penalty is applied for intervening hills or raised ground. Hills either block LOS or are open ground from the shooter's point of view.

HIGH GROUND AND LOS

If a hill or part of a hill is designated as high ground then the part that is high ground needs to be demarcated in some way comparable to area terrain. Usually this will be obvious because the high ground will rise upon sheer cliffs or rocky outcrops or something along those lines.

Units on high ground can see over lower terrain and units, and can be seen over lower terrain and units, as described in the rules for Line of Sight on page 26.

HILLS AND OTHER TERRAIN

Hills and high ground don't in themselves provide opportunities for cover or restrict the movement of troops other than designated sheer cliffs and difficult slopes as noted below. Hills are effectively part of the ground surface.

However, it is perfectly possible for a hill to have area terrain of some kind on it, for example a hill might be wooded, it might be dedicated to crops, it could be covered in ruins and so on. Similarly, it might have obstacles on it such as walls or stone outcrops, or buildings.

The rules for the placement of terrain are explained in the scenario rules on page 139.

The following additional rules cover cliffs and difficult slopes. As always, probes are unaffected by such features and can move up or over cliffs or difficult slopes without restriction, measuring the vertical height in the case of cliffs as noted below.

"Mistakes! I've made a million. Wouldn't be here today if I hadn't!"

Hansa Nairobi

Cliffs

If cliffs or comparable near vertical rock faces are of modest height, say no more than 2", they can be regarded as purely decorative features delineating the boundaries of a hill or high ground. In these cases the cliffs are a handy visual reference defining the area of the hill or high ground and do not affect the movement of models in any way.

Alternatively, cliffs can be designated as sheer cliffs in which case they can only be crossed by climbing. Any models can attempt to climb, infantry doing so in a conventional manner whilst drones and vehicles will use their suspensors to rise to the requisite height.

A unit can only attempt to climb up or down a sheer cliff if it begins its move at the foot or edge of the cliff with all models either touching the cliff or within 1" of it. The unit must make an advance move action (M) and must take an Agility (Ag) test as described on page 20. If successful the unit moves up or down the cliff measuring the vertical distance as part of its move. On the roll of a 1 the test is successful and the entire vertical distance is traversed for free, don't measure this distance when making the move. If the test is failed the unit does not move, and on the roll of a 10 the test is failed and the unit suffers a pin in addition.

Cliffs of a substantial height – generally more than a single 5" move – are treated as impassable unless players want to go to the trouble of building in ledges that allow units to be half way up, a third of the way up, and so on. Such things lie beyond the scope of the game as envisaged, but can certainly be accommodated by those who wish to make the effort. Lower cliffs can also be declared to be impassable either wholly or in part if players prefer.

Difficult Slopes

Difficult slopes are too steep to move over easily. They might be covered in loose rubble or scree making it impossible to gain a solid purchase, or the ground itself might be potted holed or unstable.

Hills can be designated as difficult slopes. In general, a hill with difficult slopes is considered to be an area of difficult terrain and units must take an agility (Ag) test to move into or over it.



Here we have two basic types of hill model – the hill on the right is a fairly gently sloped affair that enables us to place models on the hills without them falling over. The other incorporates sheer faces that might be considered merely decorative or could be used to demarcate high ground or which might equally well represent impassable cliffs.

Buildings

It is easy to draw a mental vista of immense floating buildings soaring into the air like spires, virtual habitats enclosing diverse biospheres as well as hab areas and recreational facilities. Easy to imagine... but far harder for most of us to model on the wargames table! So, rather than try to present rules for every conceivable kind of building we'll approach buildings in a similar way to other terrain. This enables us to include building models of a practical size on the tabletop and of a scale and type that feels appropriate for the kinds of battles we seek to represent.

BUILDING BLOCKS

A building block is a single building or a portion of a larger building covering an area between 8" x 8" and 5" x 5". Where possible it is a good idea if all buildings on the tabletop fall within this size or are multiples of this size. For example, a building that is 12" x 8" becomes two adjoining building blocks.

Sometimes it is convenient to have individual smaller buildings for example a lone watchtower. A building less than 5" x 5" in area is a small building block as described below.

BUILDING LEVELS

A building block can have up to three floors including any accessible roof. It can be lower of course - perhaps just one storey high - but it cannot have more than three floors including its roof if this is accessible.

It is rarely necessary to have buildings that are taller than this. However, where necessary building blocks can be stacked one over the other to represent taller buildings. Each stacked building block can be up to three floors tall.

High Ground

If a building has three or more floors including any accessible roof any unit occupying it is on high ground as described in the rules for LOS. See page 26.

MOVING UNITS IN BUILDINGS

Large models cannot enter buildings constructed for normal human use. Buildings are always assumed to be designed for normal human use unless an exception is made either by a scenario or by mutual consent of the players.

Apart from large models as noted above, models can move into buildings up to a maximum number as described below. If model buildings are constructed in a way that allows model troops to be placed within them then place some or all models inside. If buildings don't allow for this - as will often be the case - then the player must declare a unit is within a building block and the models are removed from the table.

DEPLOYING INSIDE BUILDINGS

At the start of the game units can be deployed inside building blocks that lie wholly within the player's deployments zone. If building blocks lie only partially within a player's deployment zone units cannot be deployed inside them.

Units that cannot enter buildings cannot deploy within them either except as noted below.

Generally speaking all heavy weapons are large and therefore unable to enter buildings. However, heavy weapon team units can deploy inside buildings at the start of a game but once deployed cannot move. Such units are referred to as **emplaced**. Emplaced units must be positioned in such a way they can shoot from a specific opening.

ENTERING BUILDINGS

To enter a building a unit must be ordered to run. All the models in the unit must be able to move to within 1" of the building and at least one model must reach an opening such as a door or window. The entire unit is then placed inside the building block or removed from the table where this is impractical.

OCCUPANCY OF BUILDINGS

A standard sized building block can be occupied by up to three different units numbering no more than ten models per level in total. For example, if a building only has one level it can only hold 10 models in total, two levels can hold up to 20 and 3 levels 30.

Units of **probes** do not count towards occupancy limits of a building. Any number of probes can be included in a building and do not affect its capacity to hold other units or models.

Buddy drones, separate items of equipment and separate weapons are not numbered amongst their unit when working out occupancy limits - so a unit of 8 troops and a buddy drone is 8 models and not 9, for example, whilst an X-launcher team with two crew is a unit of 2.

A small sized building block can be occupied by one unit numbering no more than five models per level. Small buildings are likely to be watchtowers, observation posts, and similar constructions.

OCCUPANCY OF BUILDINGS

	Standard	Small
Max Models per level	10	5
Max units in total	Up to 3	1

A unit that moves into a building block is assumed to occupy the entire building block. It doesn't matter how many models are in the unit, as far as we are concerned the entire unit occupies the entire building block, even where a block has 3 levels and is occupied by fewer than 3 models. We assume troops can move freely within the occupied building block.

If there is insufficient free space for an entire unit to enter a building block then it cannot do so. For example, if a unit of 6 troops occupies a single level building the biggest unit that can enter alongside it is 4.

A unit cannot move into a building block that is occupied by an enemy unit other than probes except by means of an assault as described later.

MOVING BLOCK TO BLOCK

If a building is so large that it consists of two or more blocks joined together, either side by side or one on top of the other, then units can move from block to block via internal doors, corridors, stairs, transit pads or other means. The exception is emplaced units, which cannot move once they have been deployed as already described.

A unit can move from one block to another by making a run or advance move. There must be sufficient space for the entire unit to enter the building block it is moving into. The entire unit moves into and occupies the building block.

A unit cannot move into a building block occupied by an enemy unit other than probes except by means of an assault as described below.

LEAVING BUILDINGS

A unit leaving a building must move from the ground floor via a suitable exit. If a higher level has direct access to the ground via a ramp, stair, etc, then the unit can exit from there instead. Measure the unit's move from the exit point.

A unit can leave a building by means of a run or advance action or a consolidation move following an assault. Make the move as normal, measuring the unit's move from a suitable exit point as described above.

A unit can leave one building and enter another some distance away in a single run move. This could be a sprint move where permitted. The unit must be able to enter the second building as already described above.

A unit can potentially leave one building and make an assault as part of the same run move. It is allowed to assault an enemy unit in another building if it can reach. See Assaults and Buildings page 62.

SHOOTING AND BUILDINGS

As we have already described, units occupying building blocks don't have a regular formation. We assume they are spread throughout the building and can move within it freely. This means we need a few extra rules when it comes to shooting to or from buildings.

SHOOTING FROM A BUILDING

If a unit is emplaced at the start of the game it must be positioned so that it can shoot from a particular opening, from

a specific balcony or perhaps from a building's roof. The weapon must draw line of sight from this point when it shoots. If the emplaced position is a window, door or similar opening no other models can shoot through the same opening.

In other cases, units can shoot from any visible opening in the building block, from any of its levels; including from the roof of the block if this is accessible. If you wish to shoot from an accessible roof, balcony or other area where it is practical to arrange the models in place then put the models onto the building to show this. If models are shooting from windows, firing slits, doorways, or in similar cases where it is impractical to place the models into the building just assume they are shooting.

Models arranged onto roofs or other open spaces can shoot so long as they have individual line of sight. Models can be rearranged in order to shoot even if they are given a fire order, units can move freely within a building block they occupy.

Models shooting from windows, doors, etc draw line of sight from those features. Up to two infantry models can shoot from a standard sized door or window opening, or a single weapon team can shoot a support or heavy weapon regardless of the number of crew.

A unit in a building is allowed to divide shooting against different targets on different sides of a building, but all fire from each side must be aimed at the same target. This is an exception to the rule that obliges an entire unit to shoot at a single target.

Models shooting from a third level or higher, including the accessible roof of a two storey building, can draw line of sight from high ground. See page 26.

Measure range to the target from the closest shooter as you normally would. I.e. from the closest window or door if shooting from an enclosed building or from the closest model shooting from a roof if that is the case.

SHOOTING AT UNITS WITHIN BUILDINGS

Overhead shooting weapons and all heavy weapons cannot specifically target units occupying buildings. Instead, they can shoot at the buildings themselves, in which case casualties are potentially inflicted on all the units inside as described below.

Other units can shoot at targets occupying buildings by shooting at the doors, windows or at troops exposed on roofs and so on. When targeting a unit in this way the shooters must have line of sight to a position that occupiers can shoot from, for example a window or the edge of the roof where this is accessible. Measure range to the closest point on the building block that the occupiers can potentially shoot from.

If a building block has three or more levels, including the accessible roof of a two-storey building, then if line of sight can be drawn to any of these levels the target counts as on high ground for purposes of drawing line of sight to it. If a building has two or more blocks stacked on top of each other then all troops in blocks above the first will count as on high ground.

When shooting at units occupying buildings a -1 Acc modifier is applied to represent the fact that the targets are flitting from window to window, presenting only fleeting opportunities for a shot.



Algoryn Armoured Infantry pile out of burning building as they defend this vital installation from attack.

Units occupying buildings receive a cover bonus to their Res in a comparable way to units behind walls or within terrain. This bonus is normally +2 but can potentially vary depending on the type of building. For general purposes the cover bonus from a building is always +2 unless specifically stated otherwise. Remember that some weapons negate this bonus, for example compression weapons.

If a building is especially large and comprises multiple building blocks, a unit occupying one block can shoot at an enemy target occupying an adjacent block. Such shots are always worked out at an assumed range of 2" and all the models in the shooting unit are assumed to have line of sight to their target.

OVERHEAD FIRE AGAINST BUILDINGS

A weapon that shoots overhead cannot specifically target a unit inside a building, but it can target the building itself. Similarly, a weapon that shoots overhead can potentially go off target and strike a building unintentionally.

If shooting with an overhead blast template position the template anywhere over the target building. Roll Acc to hit and, if necessary, move the template off target exactly as you would for other shooting. Note that the -1 Acc for shooting at a target within a building is not applied because the building itself is the target and not the troops inside.

If the centre hole of the template lands over any part of the building the building is hit. No units positioned beyond the building can be hit in this case, even if they lie within the template area and would normally be caught by the blast. The blast is contained within the building.

If the template's centre hole lies beyond the building then the building is not hit, even if part of the template overlaps the building. The building's walls shelter its occupants from the blast. Units outside the building can be hit in the usual way for overhead blast templates.

Overhead shots that land on a building will hit all of the units occupying the building block. If the building is more than one block high overhead shots will hit the uppermost block, but may affect lower blocks depending upon the result.

Distribute all blast hits scored as equally as possible between all of the units in the building block, rolling randomly for an odd hit. Note that this is the standard routine for two or more units caught within a blast (see page 35).

If the template lies over any models on roofs, balconies or other exposed positions then any hits scored on that unit must be allocated to these models out of preference – as is the usual rule for overhead blast template hits.

“You explain to me these NuHu are not gods and I believe it because you say it. But listen, my brother; they act as if they were gods. Sometimes they speak secretly to their spirits.”

Bovan Tuk

Make Res tests for all models that have been hit. Remember the cover bonus for the building won't apply because overhead shots always ignore cover bonuses.

If the building block is the uppermost of two or more blocks then roll a D10. On the score of a 1-5 there is no further damage. On the roll of a 6-10 the blast penetrates to the building block underneath, perhaps causing a partial internal collapse sending rubble and destruction tumbling below. The shooter rolls a further round of blast damage against the units occupying the lower level, distributing any hits scored in the same way as before. If there is a further block below then test again, and so on, until the damage is contained.

OVERHEAD SPECIAL MUNITIONS AGAINST BUILDINGS

A special munitions shot lands on a building if its exact centre lies over the building. Otherwise it lands outside the building.

If a special munitions shot lands on a building then instead of its usual radius of effect it affects that entire building block. Its influence does not extend beyond that building block.

If a special munitions shot lands outside a building then troops occupying the building are not affected, even if the building is within the shot's normal radius of effect.

A net shot that lands on a building distributes all of its pins as equally as possible against all of the units within that building block, rolling randomly for any odd pin.

HEAVY WEAPONS FIRE AGAINST BUILDINGS

Heavy weapons cannot specifically target troops occupying a building, but they can shoot at a building block itself if they can draw line of sight to any portion of it. Roll to hit the target in the usual way. Remember that the -1 Acc for shooting at troops within a building doesn't apply because it is the building itself that is the target.

Any hits scored against the building block are distributed amongst all the units occupying it as equally as possible, rolling randomly for an odd hit. Allocate hits and work out casualties as for any other shooting, adding the cover bonus for the building to the target's Res.



DAMAGE TO BUILDINGS

Buildings suffer damage if hit by heavy weapons with a strike value (SV) of 5 or greater or by heavy weapons with a blast that inflicts 5 or more hits regardless of their SV.

This damage is worked out in addition to any hits caused on occupying unit/s.

Buildings cannot be damaged by other weapons except by demolition type charges and other equipment specifically described as being effective against buildings, such as a vortal charge (see page 123).

If a building block is hit by a heavy weapon with an SV of 5 or greater record the weapon's SV value as damage points against the building. Record one lot of damage for each hit suffered. For example, a plasma bombard has SV of 7 so record 7 points of damage for a hit. Keep a note of the total damage scored against the building block.

If a building block is hit by a heavy weapon that causes blast damage and 5 or more hits are inflicted, record the number of hits scored as damage points against the building. Note that the number of hits would usually be rolled against occupying units, but if the building is empty make this roll to determine if and how much damage is inflicted on the building block itself.

Once a building block has accumulated 20 or more damage points it collapses and is destroyed. If building blocks are stacked one on top of the other then the top block will collapse once it has taken 20 damage points, and blocks below when they have taken 30 damage points.

Some specific buildings are more or less resilient and can have different damage values as described in specific scenarios or agreed between the players. However, unless otherwise indicated the value is always 20 for single block heights and 30 for blocks that lie underneath.

If a building block is destroyed any occupying units are also destroyed at the same time. Where a building consists of two or more blocks stacked over each other the destruction of a lower block automatically leads to the destruction and collapse of blocks over it.

BUILDINGS REDUCED TO RUINS

If a building block is destroyed the model is removed and replaced by ruins covering the same area. See Terrain: Ruins on page 53.

ASSAULTS AND BUILDINGS

Broadly speaking, assaults against units occupying buildings work in the same way as assaults in other circumstances.

A unit can make an assault with the usual run action, and try to move into an enemy occupied building block. Where adjoining building blocks are held by opposing units an assault is made by moving from block to block. In both cases we fight a round of point blank shooting followed by a round of hand-to-hand fighting.

MAKING AN ASSAULT

A unit making an assault against an enemy held building must be able to move into the building in the way already described. This means all models must be able to get within 1" of the building and at least one model must be able to reach an entrance.

If more than one enemy unit occupies a building block, the occupying player can decide which of these units will take part in the assault. Only one enemy unit fights during the assault no matter how many occupy the building block. An emplaced weapon team can defend against an assault, but will only be able to shoot point blank shooting if they have line of sight to the assaulting unit.

Move the assaulting unit into touch with the building and work out point blank shooting, taking any resultant break tests required. Remember that units shooting at targets in a building suffer the -1 Acc modifier and units within buildings will benefit from the +2 Res cover bonus where allowed.

Hand-to-hand fighting is resolved in the standard way described in the Assault rules. Remember that the Res cover bonus does not apply during hand-to-hand fighting. See the assault rules on page 42.

If the defending unit is beaten and is not destroyed it is driven out of the building. It must consolidate by moving out of the building block, either out through a suitable exit or into an adjoining building block. If the defeated unit is unable to comply it is destroyed. Note that emplaced units cannot consolidate because they can't move; so emplaced units beaten in this way are always destroyed.

If the assaulting unit wins the hand-to-hand fighting and there are no other enemy units in the building block then it automatically consolidates by occupying the building block.

If the assaulting unit wins and there are enemy units remaining within the building block the assaulting unit can initiate a further round of hand-to-hand fighting against the next enemy unit. This is treated as a round of follow on combat and it is entirely up to the player whether to press his assault or not. Work out the fighting as a round of follow-on combat except that the defender player chooses a new unit to carry on the fight.

If the assaulting unit is defeated but not destroyed, or if the player does not wish to initiate a follow on combat against a different occupying unit, it must consolidate.

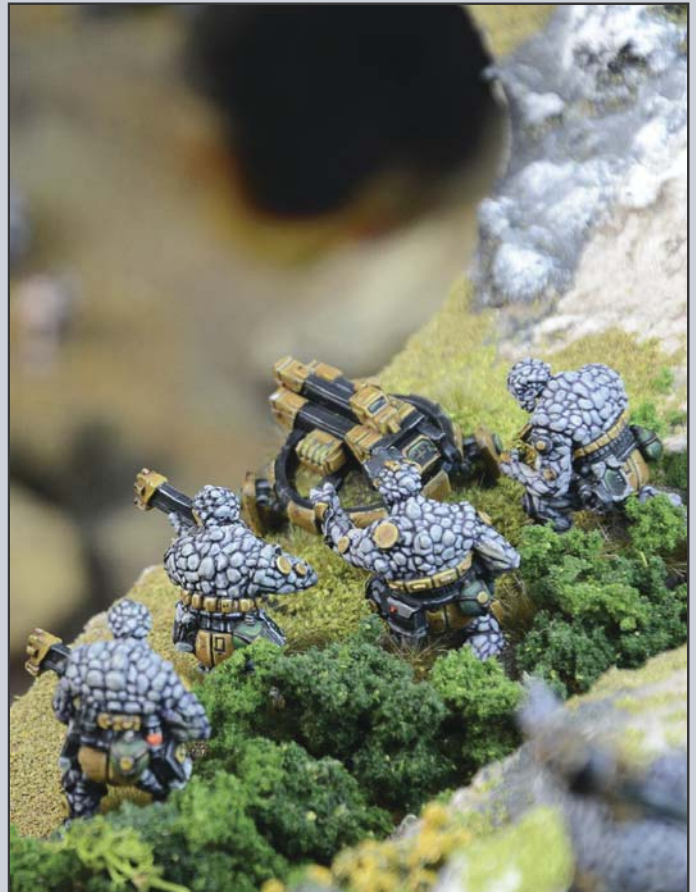
In the event of a draw the attackers must consolidate whilst the defenders remain in the building unless both sides wish to fight a follow-on combat in which case fight again.

UNUSUAL BUILDINGS

The above rules have been formulated with standard sized tabletops in mind and it would be an easy matter to imagine cavernous buildings of vast dimensions.

On the whole, large interior spaces are best treated as open ground surrounded by impassable walls. Dealing with large buildings in this way allows units to move within them just as they would over a conventional battlefield.

We have not discussed the feasibility of buildings extending underground, although such a thing might easily be imagined



Boromite Mag Light Support team stands guard over mineshaft

and is not too difficult to allow for if we wish. However, it does rather take the action away from the tabletop, so we won't concern ourselves further with the possibility for the moment.

INSTANT TRANSPORTERS

Transporter pads are generally found inside or immediately around buildings. They are a short ranged fixed route transit machine that enables people to move into or out of buildings, within large buildings, or from building to building. A pad can be used to transport someone to an equivalent pad in a different building or part of the same building complex.

An alternative but equally effective means of moving practically instantly within buildings or from one building to another is by means of enclosed travel tubes carrying passengers in carriages or cars propelled by a suspensor pulse.

Different buildings can be connected by instant transporters and if a building is large its different building blocks can also be connected in the same way.

If buildings are connected by instant transporters a unit can move from one to another with a single advance or run move regardless of the distance involved. For example, where two buildings on opposite sides of the table are so connected.

A unit cannot use an instant transporter to move into or through a building block occupied by the enemy. This applies both to moving units and to transporting any objectives or physical objects that feature in a scenario.

The Armoury

The Armoury section of the Beyond the Gates of Antares rulebook provides everything a player needs to know about battlefield technology in the Antarean universe. It includes rules and descriptions of the advanced weapons and personal field defences available to our forces from simple buddy drones all the way up to vast and complex machines such as heavy combat drones.

The Armoury is further broken down into sections as follows.

WEAPONS

The weapons used by our rival forces are sophisticated and powerful. Here we examine the various kinds of armaments from side arms and micro-grenades to huge bombards. We'll provide the all-necessary stats and game rules for the weapons carried by our forces.

ARMOURS

Most troops are protected by field armours that combine flexibility with a high level of resistance. We'll take a look at the different kinds of armours used by the rival forces and we'll provide rules for using them in our game.

VEHICLES

Vehicles come in all shapes and sizes from one-man bikes and solo-skimmers to huge combat drones. Here we'll look at the vehicles used by our armies.

EQUIPMENT

In this section we'll cover the rules for the many types of equipment carried by our armies including the multitude of drones from spotters and targeters to medi-probes.

WEAPONS OF ANTAREAN SPACE

This section provides descriptions, stats and rules for the different kinds of weapons to be found in the Antarean game. We will also be taking a look at the technology behind the weapons: technology that in many cases dictates the tactical options and fighting methods of our different forces.

The weapons available to our armies are highly evolved armaments capable of monitoring their own condition, effecting self-repairs, and where necessary synthesising their own ammunition from hyper-compressed material cores. A soldier's weaponry, like every other aspect of his equipment, forms part of the unit's combat shard: the synthetic group-mind of the squad. Information flows freely and sub-consciously within the shard enabling individual warriors to function as a highly effective combat team.

As advanced as our weapons are, not all are equally effective in all situations. Generally speaking, the better-equipped forces of Antarean space carry plasma weaponry in various forms. These are extremely effective multi-purpose energy weapons.

Marginally less effective but far more common are magnetic or 'mag' weapons. These shoot a metalised projectile using a magnetic pulse. Unlike plasma based armaments, mag weaponry is capable of firing ballistic and explosive shot, which makes it the ideal choice for supporting artillery.

Plasma and mag weapons provide the basic arms for the forces of Antarean space, but there are other options designed to fulfil specialist roles. Compression or 'compo' weapons utilise the technology of hyper-compression, scrunching down matter within a narrow field of fire. Man-

carried compo weapons are a little too heavy and bulky to find favour with most troops, but larger versions make highly effective support weapons.

Another notable weapon technology is fractal armament. Fractal weapons are all fair sized machines that need to operate from a static position over time, gradually amassing energy onto a fixed target. Fractal weapons are chiefly used for attacking buildings and similarly massive and immobile targets.

HAND WEAPONS

By hand weapons we mean pistols and various kinds of batons, mauls and lashes that are supremely useful when it comes to hand-to-hand fighting. Weapon crews are likely to carry side arms for self-protection.

Squad leader and commanders are often armed in this way because their role is to command others rather than to engage in long range shooting.

HAND WEAPON RULES

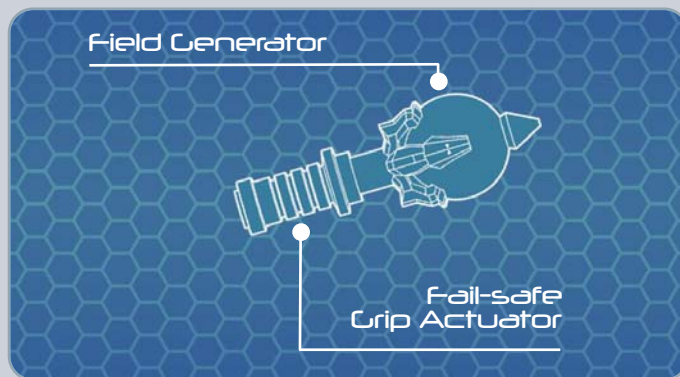
Ranged hand weapons, along with standard weapons, can take part in point blank shooting during an assault as described in the Assault rules (page 40).

All hand weapons confer a bonus to the user's Strength of +1 in hand-to-hand fighting as described in the Assault rules (page 42).

LECTRO LASH

The lectro lash is a kind of energy lash that is primarily seen in the hands of Boromite Lavamite trainers – it is also a favoured hand-to-hand weapon of some especially ferocious feral warriors. We give it stats as shown below.

The lectro lash comprises an energy field held by a nanite string of variable length. They are not so much weapons as tools used to guide and train creatures such as the thick-skinned and largely insensitive Lavamites. A touch of a lectro lash would reduce most humans to jelly!

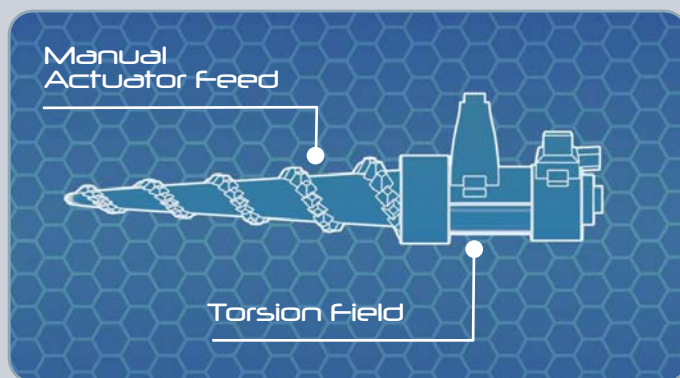


Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Lecro Lash		Hand-to-hand fighting only		1	3 attacks
• 3 Attacks. A model equipped with a Lectro Lash has 3 attacks in hand-to-hand fighting.					

TRACTOR MAUL

Tractor Mauls are carried by senior and important Boromites – practically as a badge of office.

Tractor mauls are practical work tools designed to extend a suspensor field around an object or area and pull it away or aside. They are used for burrowing away at rock or metal, lifting heavy objects, and holding or manipulating other tools or objects. They are also quite a handy thing to have in a fight and can quite literally tear an enemy limb from limb.

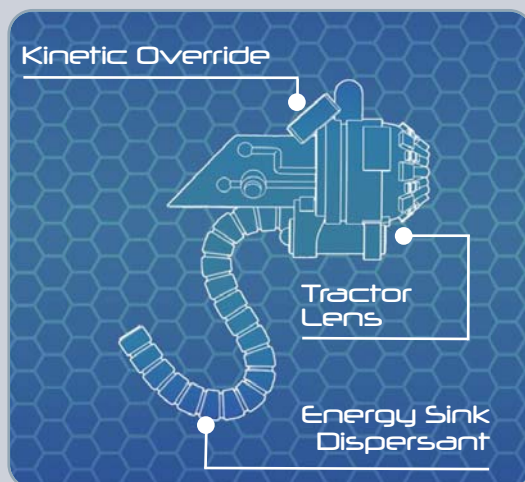


Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Tractor Maul		Hand-to-hand fighting only		2	2 Attacks
• 2 Attacks. A model equipped with a Tractor Maul has 2 attacks in hand-to-hand fighting.					

HEAVY TRACTOR MAUL

A Heavy tractor maul is not a 'heavy weapon' as defined in our rules, but a heavy duty version of the standard tractor maul used by Boromite miners. It uses the same suspensor-based technology as its smaller cousin but is a large, cumbersome and unwieldy machine whose primary job is tearing away chunks of rock. It is equally capable of tearing away chunks of enemies who come too close! Although carried and used in both hands it is used for hand-to-hand fighting so we shall categorise it as a hand weapon... albeit an enormous one! It has a very limited range for shooting. It has stats as given below.

As with the equally vast mass compactor the heavy tractor maul is a weapon derived from a work tool. Only a creature built to withstand extreme physical labour could hope to wield such a machine, let alone use it in combat. It is very much a tool of the lowliest workers amongst Boromite society and not the kind of weapon a proud Boromite gang fighter would deign to carry.

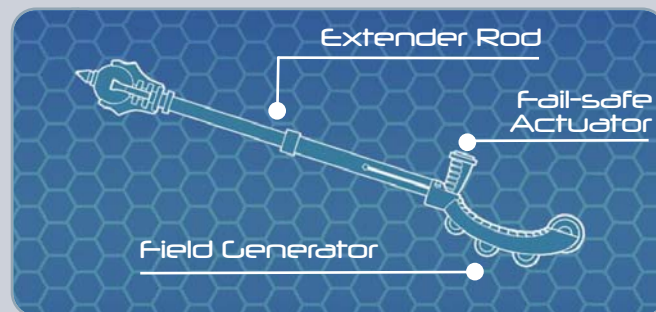


Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Heavy Tractor Maul	10	None	None	3	2 Attacks
• 2 Attacks. A model equipped with a Heavy Tractor Maul has 2 attacks in hand-to-hand fighting.					

LECTRO LANCE

Lectro lances are adaptations of the lecto lash type of weapon primarily for Boromite Rock Riders fighting from their tall, silicate mounts.

The lectro lance is essentially a contained lectro energy that can be directed accurately from the back of a Lavamite Rock mount. It uses the same technology as the lectro lash but is designed to deliver a more powerful shock.

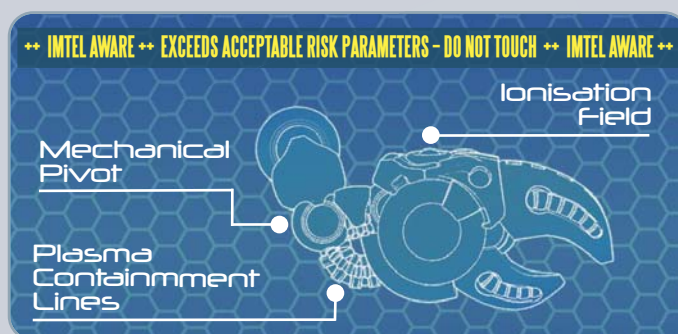


Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Lectro Lance		Hand-to-hand fighting only		2	—

GHAR PLASMA CLAW

Ghar Assault Squads wear battlesuits fitted with plasma claws designed to enable them to fight at close quarters.

The Ghar's battlesuit feeds plasma from its unstable plasma reactor into magnetic containment fields built into the claw. Whilst unpredictable this gives any Ghar so equipped the potential means to tear through most defences it is likely to encounter.



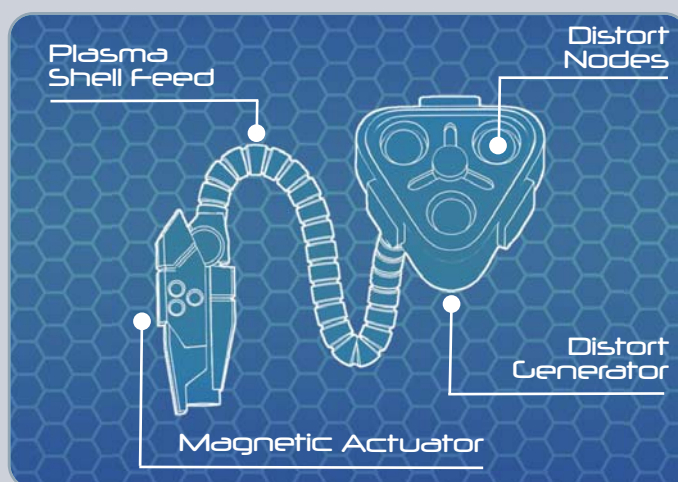
Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Ghar Plasma Claw		Hand-to-hand fighting only		D4	Random SV

• **Random SV.** A unit equipped with plasma claws has a random Strike Value in hand-to-hand fighting (D4). This value is established each round when the Ghar make their attacks and the same value applies to the whole unit for that round of fighting. If a round of follow-on combat is fought then roll again – and so on each time the Ghar fight.

DISTORT SPINNER

The distort spinner or D-Spinner is a weapon specific to Algoryn assault troops, combining a distort generator and micro-plasma shell launcher. It is designed specifically for hand-to-hand fighting and we give it stats as shown below.

Algoryn are unusually aggressive fighters, steeled by centuries of combat against the implacable Ghar. Assault troops carry forearm mounted D-spinners that combine a defensive distort generator with an offensive plasma shell launcher. The distort generator creates a distortion field that makes it difficult for the enemy to close, increasing the effectiveness of the trooper's defences. Plasma shell launchers have only a very short range, but where they strike they release their energy in an intense burst capable of destroying most enemy, including heavily armoured Ghar Battle Squads.



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

• **2 Attacks.** A model equipped with a D-Spinner has 2 attacks in hand-to-hand fighting.

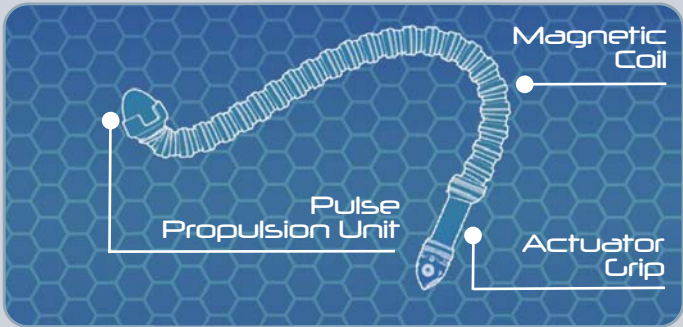
• **Variable Res/Strike.** A unit equipped with D-Spinners can either use its distort generator to boost its own Res by +2 or its plasma shell launcher to give it a Strike Value of 2. The player must declare which option he is using at the start of each round of fighting.

• **Grenade.** If the plasma shell option is used in hand-to-hand fighting (SV2) this counts as a grenade attack. This means the SV of hits caused can be accumulated against a single target. See Grenades on page 85.

MAGLASH

The maglash is a short ranged magnetic impulse weapon that can also be used in hand-to-hand fighting after the fashion of a whip. We give it stats as shown below.

The maglash is carried by Ghar Outcast slave drivers amongst others, but is not an especially common weapon and most Antareans would consider it a barbaric one. The magnetic field can be extended, allowing a skilled user to ‘throw’ a burst of energy a limited distance.

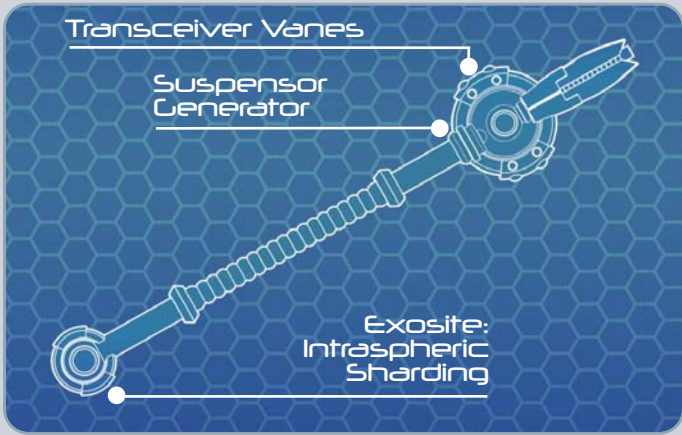


Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Maglash	10	None	None	1	2 Attacks
• 2 Attacks. A model equipped with a Maglash has 2 attacks in hand-to-hand fighting.					

IMTEL STAVE

The IMTel stave is carried by NuHu engaged upon the most dangerous and demanding missions. It functions as an integrated part of the NuHu’s own sharded personality. For our purposes we need only consider the IMTel Stave in its role as a personal weapon.

An IMTel stave is in many ways more than a weapon. It is a device that allows a NuHu to focus the surrounding nanosphere and draw upon its conductive energy. An IMTel stave can compact down to a simple tube that can be easily fastened to a belt harness or concealed from view entirely. It is both a badge and a practical piece of machinery, identifying its owner as a NuHu of considerable power and influence.

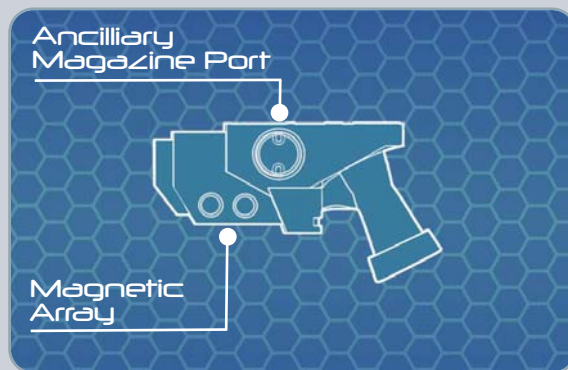


Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
IMTel Stave: <i>Standard</i>	10	None	None	3	3 Attacks
IMTel Stave: <i>Nano Drone Boost</i>	20	None	None	6	3 Attacks, Blast D3, Exhausted
• 3 Attacks. A NuHu equipped with an IMTel Stave has 3 attacks in hand-to-hand fighting.					
• Nano Drone Boost. If a NuHu unit includes a nano drone the IMTel stave can use the enhanced stats for shooting and fighting. It does not have to do so and there is a risk of temporarily exhausting the Stave’s nanite field as described below.					
• Blast D3. A shooting hit from a boosted stave inflicts a D3 blast on the target. This means the hit causes D3 hits. Note this only applies to shooting and not to hand-to-hand attacks.					
• Exhausted. When fighting hand-to-hand or shooting using the nano drone boost, any Str or Acc roll of a 10 to hit means that not only can the shot/blow not be re-rolled as normal, but the IMTel stave has become temporarily exhausted. The stave can only be used again once it has replenished its nanite field. To determine if this happens make a test at the turn end phase. Roll a D10. On a 1-5 the stave is still exhausted and on a 6-10 it is replenished and can be used as normal from then on. If the stave is still exhausted test again in the next turn end phase, and so on.					

MAG PISTOL

The magnetic or mag pistol is one of the most common of all military weapons and not surprisingly it takes various forms. Whilst some may be more effective than others in detail, broadly speaking we represent them all with standard rules and stat line as given below.

All mag pistols fire a burst of metalised spikes or plugs by means of a magnetic pulse. The weapon's 'barrel' takes the form of two or more parallel magnetic tracks built into a frame. These are normally enclosed within the body of the weapon but go some way to dictate its shape and size. Ammunition is carried in compacted form using common compression technology, and can be replenished from spare magazines if necessary. Over a period of several hours further ammunition can be synthesised from a hyper-compressed material core.



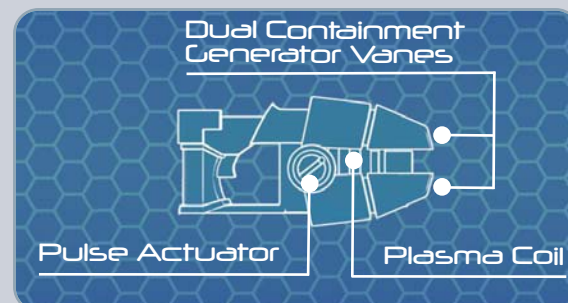
Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Mag Pistol	10	20	30	1	–

PLASMA PISTOL

Plasma pistols are carried by highly trained elite troops including the Concord's C3 formations and armies of the Isorian Senatex. All plasma weapons are extremely effective for their size and we represent the archetypal plasma pistol with a stat line as given below.

Whilst details and appearance varies from model to model, plasma weapons can usually be recognised by their distinctive plasma coil. The larger the coil the more powerful the shot, but plasma weapons don't need to be especially long as their effect is not based on velocity.

Plasma weapons shoot a burst of energy that initiates an ionisation reaction – effectively a small explosion or eruption of whatever has been hit. A plasma weapon's ability to generate energy is key to its effectiveness, and over time this conversion rate declines and plasma coils become less effective. Fortunately this takes many months of hard fighting, so it need not concern the kind of fighting represented by our game.

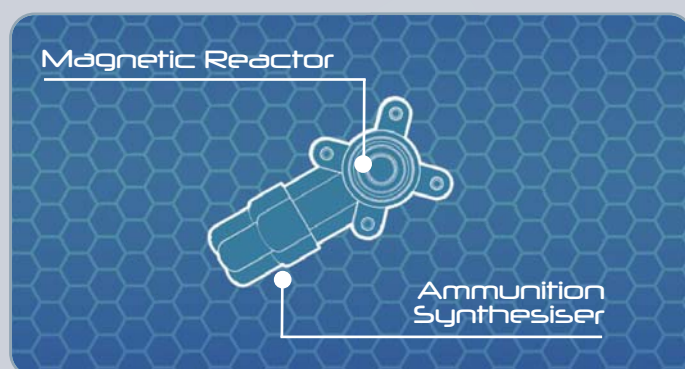


Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Plasma Pistol	10	20	30	2	–

X-SLING

Magnetic slings or X-slings are small magnetic launchers that are used to hurl micro-bombs or, in some cases, special munitions. They usually take the form of auxiliary weapons attached to a forearm brace or sub-mounted onto a larger weapon such as a plasma carbine. We represent them with the stat line given below.

X-slings are magnetic weapons in the same way as mag pistols and larger X-Launchers. Their small size limits their effectiveness but they make excellent ancillary weaponry and are often carried by squad leaders otherwise armed with a pistol.



Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
X-sling	10	20	None	0	Blast D3, Special Munitions
• Blast D3. X-slings fire standard blast ammunition inflicting a D3 blast on the target. This means the X-sling causes D3 hits when a hit is scored – a very useful ability against poorly armoured targets. • Special Munitions. X-slings can also make use of appropriate special munitions available as described in the various army lists. See Special Munitions (page 87).					

STANDARD WEAPONS

Standard weapons form the typical or 'standard' armament for most human and human-like infantry in Antarean forces. They are things like carbines and rifles that typically require both hands to use effectively, and which are designed for fighting at relatively long ranges. They are the most common kinds of weapons amongst the forces we shall encounter.

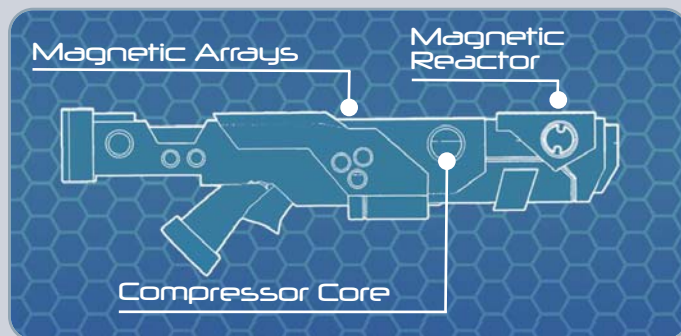
STANDARD WEAPON RULES

Standard weapons, along with hand weapons, can take part in point blank shooting during an assault as described in the Assault rules (page 40).

MAG GUN

The everyday, effective, practical and adaptable weapon carried by most self-equipped troops of Antarean space is the magnetic gun or 'mag' gun. Mag guns are manufactured throughout the galaxy to different designs reflecting local technology levels.

Like other mag weapons the mag gun fires a burst of projectiles in the form of a spike, flechette, needle, sliver or – in the case of the most primitive versions – pellet or plug. Alternative names such as pluggers, needlers and sluggers derive from these ammunition variants. In the more advanced weapons ammunition is stored in a compression field built into the body of the weapon. A compression field can hold thousands of rounds, and weapons so equipped can synthesise their own ammunition from an integral hyper-compressed material core given a few hours.

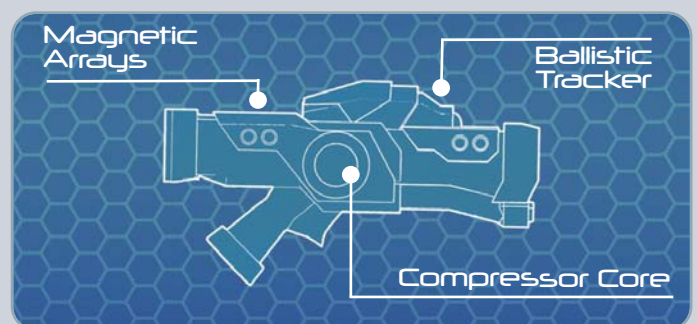


Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Mag Gun	20	30	60	1	–

MAG REPEATER

All mag guns fire a burst of shots and can vary the rate of fire to some extent. Mag repeaters sacrifice some of the power and range normally attainable with a mag weapon in favour of a much greater rate of fire.

Mag Repeaters are less powerful than a regular mag gun but very effective when it comes to closer range fighting. They are often carried by assault troops. In other respects they share the same technological basis as larger mag guns.

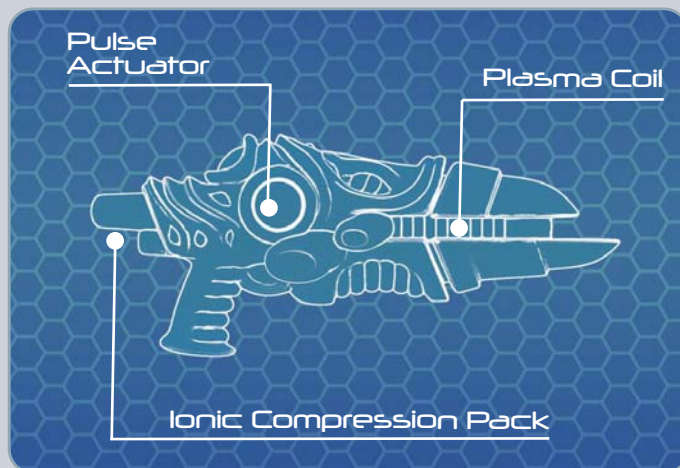


Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Mag Repeater	20	30	None	0	RF2
• RF2. Rapid Fire 2. The Mag Repeater fires two shots.					

PLASMA CARBINE

Plasma carbines are favoured by Concord and Isorian forces as well as by elite formations in other armies. Plasma weapons are highly sophisticated and adaptable weapons that combine long-range firepower with mass of fire at closer distances.

The plasma carbine is larger and more powerful than a plasma pistol but is essentially the same in terms of how it works and operates. Like other plasma weapons it can be recognised by its distinctive plasma coil. One of the great advantages of plasma based weaponry is that it is extremely hard hitting for the size of weapon, and this is certainly the case with plasma carbines. Troops so armed have a distinct advantage over mag armed opponents, whilst the ability to switch from a highly focused energy burst to a shorter ranged scatter makes plasma carbines the master of all situations.



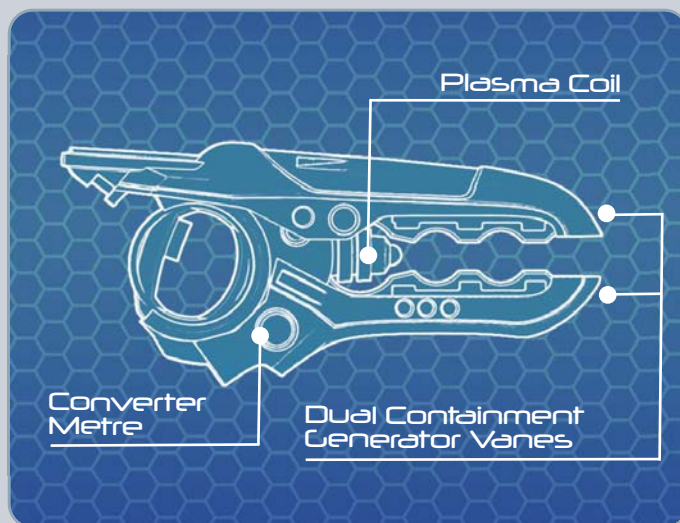
Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Plasma Carbine: <i>Single Shot</i>	20	30	50	2	—
Plasma Carbine: <i>Scatter</i>	20	30	None	0	RF2

- **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.

PLASMA LANCE

The plasma lance – or heavy plasma carbine as it is also known – is a larger and more powerful version of the plasma carbine calibrated to give a third very potent shooting option – lance. They are used as a back-up weapon in Concord C3 infantry units.

The plasma lance is larger and bulkier than a standard plasma carbine and calibrated to deliver a single high-powered plasma bolt. This gives the weapon the capability of dealing with heavily armoured or highly resistant targets. This extra hitting power is gained at the expense of range, but in other respects the plasma lance has a comparable performance to the regular carbine, although it is less accurate in lance mode. Concord drop squads always include a plasma lance armed trooper, whilst strike squads can be issued with them if needed.

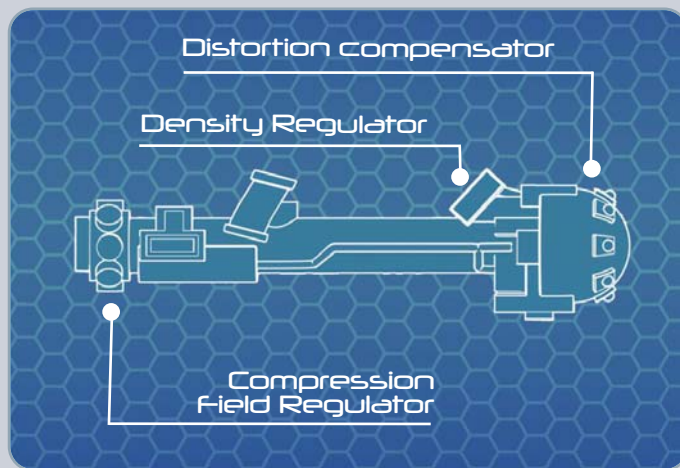


Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Plasma Lance: <i>Single Shot</i>	20	30	50	2	—
Plasma Lance: <i>Scatter</i>	20	30	None	0	RF2
Plasma Lance: <i>Lance</i>	20	30	None	4	Choose Target, Inaccurate

- **Shooting Modes:** If a model carries a plasma lance it can use one of three modes. Single shot and scatter are equivalent to the plasma carbine modes. If the plasma lance belongs to a unit equipped with plasma carbines then the weapon must shoot with the same mode as the rest of the unit or lance mode. If a unit includes more than one plasma lance then all must use the same mode.
- **RF2.** Rapid Fire 2. When using scatter mode a plasma lance fires two shots.
- **Choose Target.** A plasma lance firing lance mode can shoot at a different target than the rest of the unit. This enables a plasma lance to engage a heavily armoured vehicle, for example, whilst the rest of the unit engages softer targets. If a unit includes more than one plasma lance all must engage the same target and individuals unable to do so do not shoot.
- **Inaccurate:** The lance mode is powerful but inherently less accurate than a regular plasma shot. When shooting in lance mode there is an additional –1 Acc penalty.

MASS COMPACTOR

The mass compactor is a weapon adapted from a mining tool by Boromites. It uses the same technology as compression weaponry, but is adapted to work at short ranges. Mass compactors are primarily used for tunnelling through solid rock, but are perfectly capable of tunnelling through a Boromite's enemies too! The mass compactor is an extremely large and weighty piece of hand-held equipment and just the kind of brutal, difficult and occasionally deadly tool that Boromites were bio-engineered to use with relative ease. Even amongst Boromites these are weapons of the lowliest and poorest amongst the social order and not viewed as fit armaments for a fighting ganger! However, there is no denying how effective they can be, at least at the kind of short ranges they are designed to operate.



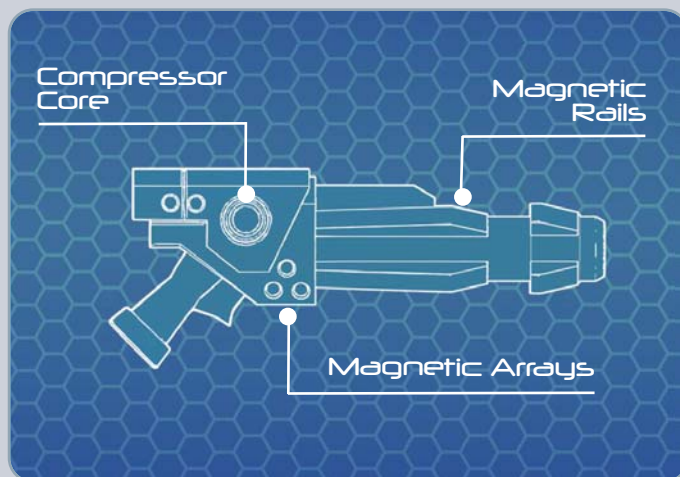
Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Mass Compactor	10	20	30	3/2/1	Compressor, No Cover

Compressor. All compression weapons have a SV value that varies with range band. A mass compactor has an SV as shown: 3 at effective range, 2 at long range, and 1 at extreme range.

No Cover: Models hit by compression weapons get **no cover bonus** to their Res roll.

MICRO-X LAUNCHER

The Micro-X hand-held launcher is essentially a mag gun that has been adapted to shoot micro-X grenades or – in some instances – special munitions. As these ammunition types are larger than the standard mag shot the weapon is quite weighty and bulky. The Micro-X launcher provides infantry squads with integral support, allowing them to drop shots onto enemy positions using overhead fire. This can be especially effective when used in combination with spotter drones and targeter probes. Because explosive ammunition cannot be fully compressed in the same way as standard mag gun ammunition the Micro-X is a bulkier and more awkward weapon. It is often given to the largest and strongest member of the squad to carry. This is even more the case where bulky special munitions such as SlingNet and Overload ammo are carried, and often such burdens are distributed amongst the whole unit.



With their large bore and correspondingly widely spaced magnetic rails the Micro-X launcher lobbs its missiles at relatively low velocity. However, despite this drawback it also carries compacted shot that enables it to shoot in the same way as a mag gun at shorter ranges. This means that Micro-X equipped troopers can fight at short ranges alongside mag gun armed comrades where they need to do so.

Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Micro-X Launcher: <i>Overhead</i>	10-20	30	50	0	OH, Blast D4, No Cover
Micro-X Launcher : <i>Direct Fire</i>	20	30	None	1	–

Shooting Modes: A unit equipped with Micro-X launchers can use one of two modes: overhead shooting using an explosive blast (or special munitions if so equipped) or an ordinary direct shot comparable to a shot from a mag gun. All Micro- X launchers in the unit must shoot using the same mode.

Minimum Range: When using overhead fire the Micro-X launcher has a minimum range of 10" and cannot engage targets that are closer than this measured in the standard way.

OH: Overhead. The Micro-X launcher can shoot overhead as described in the rules on page 34.

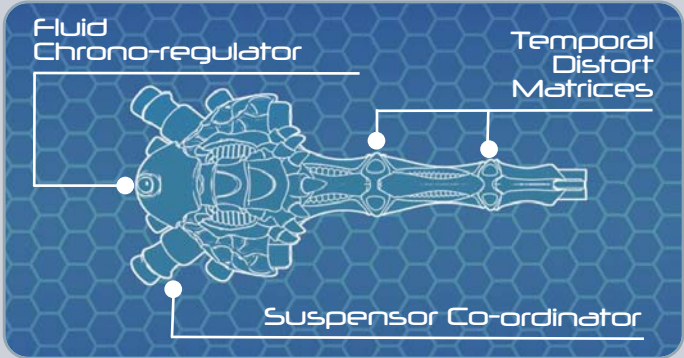
Blast D4: The standard Micro-X ammunition gives a Blast causing D4 hits as described in the rules for Blasts on page 33. Note that other special munitions are available in some cases, see Special Munitions on page 87.

No Cover: Models hit by overhead fire get **no cover bonus** to their Res roll as described in the rules on page 32. Note this only applies to overhead shots using the standard blast ammunition and not to direct shots or special munitions.

PHASE RIFLE

Phase rifles are complex weapons used by Phase Snipers of the Isorian Senatex. They utilise some of the same technology as phase armour, also unique to the Senatex. To date the Concord has been unable to replicate phase technology accurately. In part this is due to the risks in accessing Isorian nanospore.

The phase rifle is an unusual and relatively large weapon. It has a great range and the ability to fold into time effectively enabling its operator to shoot multiple times at the same moment. It is useful for picking off commanders and other individuals amongst units, and for shooting at targets in cover.



Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Phase rifle	20	30	100	2	No Cover, RFD6 Fire Only, Concentrated Fire

No Cover: Models hit by a phase rifle get **no cover bonus** to their Res roll.

RFD6 Fire only. Rapid Fire D6. The phase rifle has rapid fire ability when making a fire action and the number of shots is randomised by rolling a D6. When shooting with an advance action the weapon has just one shot. In general, phase rifles are not issued in multiples, but where this is the case roll a single D6 and each weapon has the same number of shots.

Concentrated Fire. Any lucky hits scored by the shooter can be allocated to the **same** model and do not have to be distributed evenly throughout all the viable targets in the unit that is shot at. Other hits are allocated as normal.

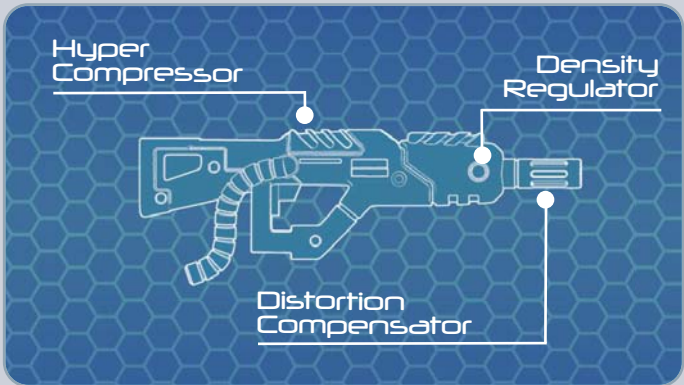


COMPRESSION CARBINE

Compression carbines are uncommon weapons that are more likely to find their way into the hands of freebooters and private individuals than the armed forces of the C3 or Senatex. They enjoy some status amongst the Freeborn and are often carried by Freeborn nobility and mercenary leaders.

Compression weapons use the same technology as compression fields and hyper-compressed materials, in this case compressing everything within a narrow field projected by the weapon. Most compression weapons don't function at short ranges and have only a narrow range of effectiveness. Compression carbines are also called grippers (a contraction of general purpose light compressors) or, more commonly, compo guns.

Because compression weapons feed off mass they are sensitive to atmospheric density. Their effectiveness drops off very quickly over range because they are effectively compressing a tunnel of air that is increasingly massive over range. However, this same ability allows compression weapons to crunch through the kinds of cover that would normally offer shelter to troops, whether vegetation or solid material.



Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Compression Carbine	10-20	30	50	2/1/0	Compressor, No Cover

Minimum Range: The compression carbine has a minimum range of 10" and cannot engage targets that are closer than this measured in the standard way.

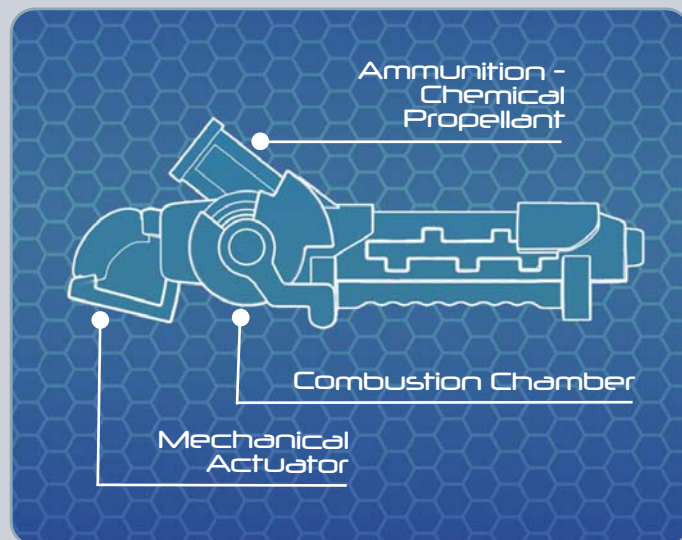
Compressor. All compression weapons have a SV value that varies with range band. In the case of the compression carbine this is: 2 at effective range, 1 at long range, and 0 at extreme range.

No Cover: Models hit by compression weapons get **no cover bonus** to their Res roll.

LUGGER GUN

Lugger guns are only used by Ghar Outcasts and are exceptionally primitive by the standards of Antarean civilisations. They are not ineffective at close ranges, although in the hands of Ghar Outcasts the chances of hitting anything are slim. We give them stats as follows.

Luggers are cheaply made automatic weapons that shoot crude bullets using a volatile and unreliable chemical propellant. Such weapons are practically unknown in the rest of Antarean space, where simple mag guns with hyper-compression ammunition synthesisers are available in the most primitive societies. The radiant pollution from the Ghar's planetary defence fields is such that many advanced forms of technology either don't work or are rendered practically useless in Ghar hands. Besides, luggers are only used to arm outcasts who are not expected to survive for very long, so giving them a weapon with limited ammunition is not necessarily a bad idea.



Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Lugger Gun	20	30	None	0	RF2, Limited Ammo

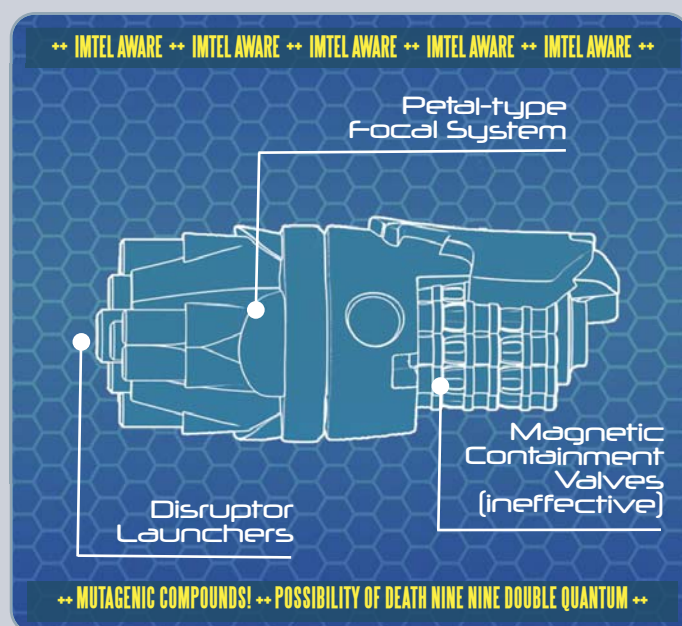
RF2: Rapid Fire 2. The Lugger Gun fires two shots.

Limited Ammo: After shooting with a unit armed with luggers roll a D10. On the score of a 10 the unit is low on ammunition and can no longer shoot rapid fire. If a unit is already low on ammunition and it fails a further test then it is out of ammunition and cannot shoot its luggers at all for the rest of the battle.

GHAR SCOURER CANNON

The Scourer Cannon is a multi-mode weapon fitted to Ghar battlesuits and powered by the armour's own highly volatile plasma reactor. It is a primitive and dangerous weapon – but also an effective one.

The Scourer cannon is a primitive plasma driven weapon that uses the Ghar battlesuit's own reactor as a plasma source. The weapon has three barrels, three separate petals, which can close up to give a single concentrated burst, or open to various degrees to give a spread of fire. It also has a centrally mounted recessed barrel that shoots an explosive disruptor bomb using a steam/plasma propellant. This mix of abilities makes the Scourer cannon a master of all situations, able to fire disrupter blasts against targets behind cover, concentrated bursts against well armoured targets, and dispersed fire against massed infantry. Its only drawback, apart from its reliance upon the unstable plasma reactor built into the suit, is the relatively short range. However, at the kind of close ranges at which the Ghar prefer to engage their enemy this is not too much of a problem.



Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Scourer Cannon: <i>Dispersed</i>	20	30	None	2	RF3
Scourer Cannon: <i>Concentrated</i>	20	30	40	4	–
Scourer Cannon: <i>Disruptor</i>	20	30	None	1	Blast D4, No Cover, Disruptor

Shooting Modes: A Ghar unit equipped with Scourer Cannons can use one of three modes: dispersed, concentrated and disruptor shot. All models in the unit must shoot using the same mode.

RF3: Rapid Fire 3. A Scourer Cannon in dispersed mode fires three shots.

Blast D4: A hit from a disruptor shot inflicts D4 blast hits on the target.

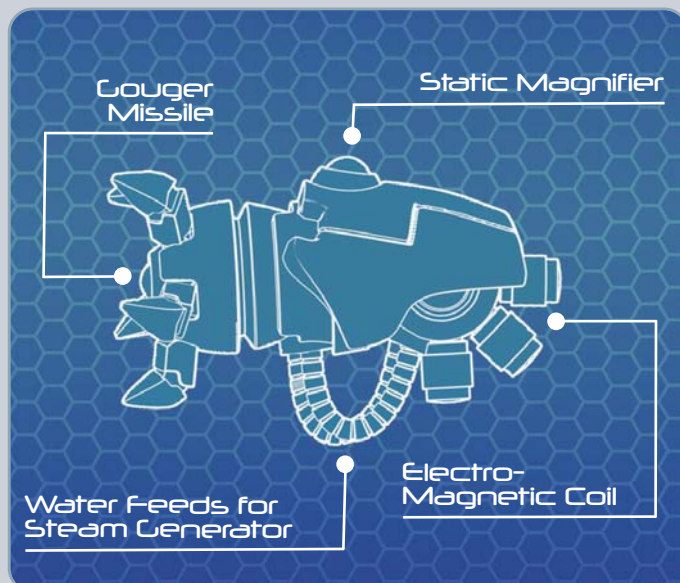
No Cover: Models hit by a disruptor shot get **no cover bonus** to their Res roll.

Disruptor: Disruptors have various additional effects against some types of units, notably machines, as well as potentially dire consequences for the local space fabric! See the additional rules for Disruptor Weapons on page 79 and the Ghar Army List page 168.

GHAR GOUGER GUN

The Gouger is a crude electro-grapnel type weapon used by Ghar assault units. It is primarily used to disable enemy units prior to engaging at close quarters with disruptor dischargers and plasma claws.

The Gouger Gun shoots a crude, grapple shaped charge that spins towards its target, generating a strong electro-magnetic force as it does so. The unwieldy missile is hurled by a steam/plasma mix fed from the battlesuit's volatile plasma reactor. This unstable cocktail is barely controllable and the weapon has only a limited range. If the wildly spinning missile succeeds in striking a target its energy is discharged like lightning, sending troops into convulsions and wreaking havoc with the kind of sophisticated systems that power most equipment in the Antarean universe. If a Gouger strikes a large machine the grapple-shaped missile grabs on to its surface and delivers a series of energy pulses, disorientating the target.



Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Gouger Gun	10-20	30	None	2	Down, Inaccurate

Minimum Range: The Gouger gun has a minimum range of 10" and cannot engage targets that are closer than this measured in the standard way.

Down. A unit hit by a Gouger gun automatically goes down **after** shooting has been worked out. It does not matter whether casualties are caused or not, the target goes down if one or more hits are scored. If the target has an order dice left in the dice bag take a dice from the dice back and place it on the unit to show it has gone down. If the target has already used its order dice then change its current order to down.

Inaccurate. The missile is inherently inaccurate. When shooting a Gouger there is an additional -1 Acc penalty.



Boromite mass for the attack supported by a heavy frag borer.

LIGHT SUPPORT WEAPONS

Light support weapons are larger and heavier kinds of weapons. They usually require a crew of two or more to operate at full effectiveness, or else they are carried by weapon drones or fitted onto vehicles or the equivalents. Crewed weapons are usually mounted onto some kind of suspensor platform, making them fully mobile if rather bulky. Their chief function is to support infantry squads either with long-range fire or in the form of hard-hitting weapons capable of taking out heavily armoured vehicles or emplacements. Hence they are also known simply as 'support' weapons.

LIGHT SUPPORT WEAPON RULES

Light support weapons with crews suffer a -1 Acc penalty when shooting with a depleted crew (page 28).

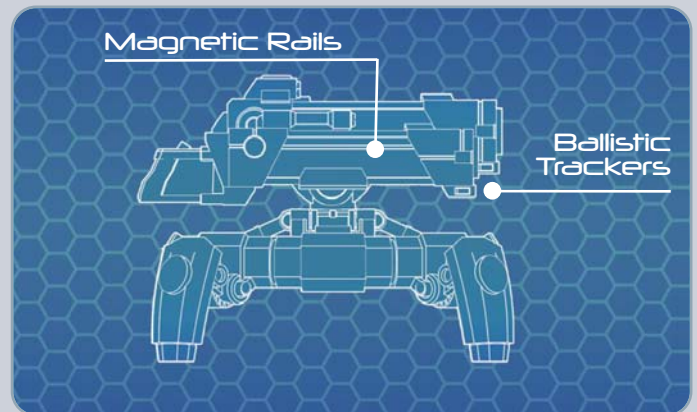
Light support weapons with crews suffer a -1 Ag penalty when making an agility test with a depleted crew (page 20).

If taking a Res test a light support weapon always passes on any roll other than a 10, and is destroyed and removed from play if this is failed. See page 31.

MAG LIGHT SUPPORT

The mag light support gun – often abbreviated to Mag LS – is a long-ranged rapid firing weapon that is commonly used by support units of Boromite and Algoryn forces amongst others.

The mag light support is a larger and more powerful rapid-firing version of the standard mag gun. All mag guns make use of a magnetic pulse to propel a burst of metallised spikes or slivers. This pulse is carried along parallel rails causing each missile to accelerate rapidly. The longer and closer the rails the greater rate of fire and velocity. It is the construction of these rails that gives magnetic weapons their distinctive length and 'boxy' appearance.



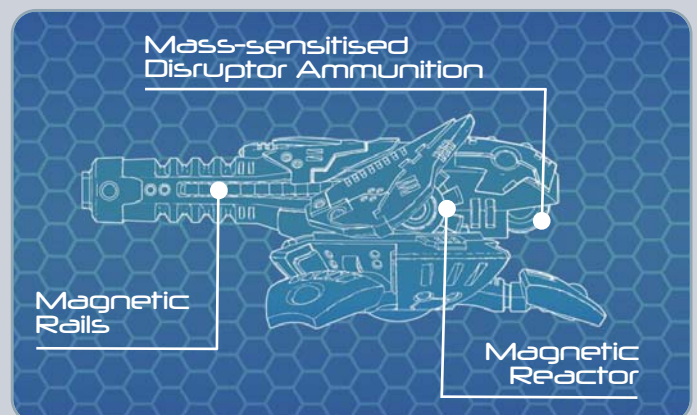
Type of Weapon	Range			Strike Value	Special
	Effective	Long	Extreme		
Mag Light Support	30	50	100	2	RF3

RF3: Rapid Fire 3. The Mag Light Support fires three shots.

MAG CANNON

The mag cannon is a single-shot magnetic cannon and a very common weapon in Antarean space. Its chief role is to take out tough targets such as weapon drones and heavily armoured vehicles.

The mag cannon is designed to deliver a single shot at incredible velocity and as such it is a long-barrelled weapon, often with multiple internal rails that generate a single very powerful pulse. The ammunition is designed to defeat heavily armoured targets and release a mass-sensitised disruptor field that inverts and crushes local space. A target struck and penetrated by a mag cannon suffers massive internal damage and is unlikely to survive.



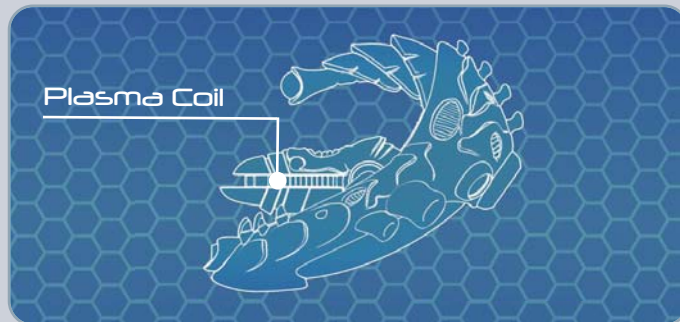
Type of Weapon	Range			Strike Value	Special
	Effective	Long	Extreme		
Mag Cannon	30	50	100	5	Massive Damage

Massive Damage: If the mag cannon's target rolls for damage on a damage table it suffers Massive Damage. See page 37.

PLASMA LIGHT SUPPORT

The plasma light support gun – often abbreviated to Plasma LS – is the ultimate in rapid firing infantry support weapons and the mainstay of Concord and Isorian weapon drone units.

The plasma light support gun is easily recognised by its hefty plasma coil and substantial size as well as the characteristic double vane barrel that houses the necessary magnetic containment generators. It is the favoured light support weapon of Isorian and Concord forces and used by others when they get a chance.

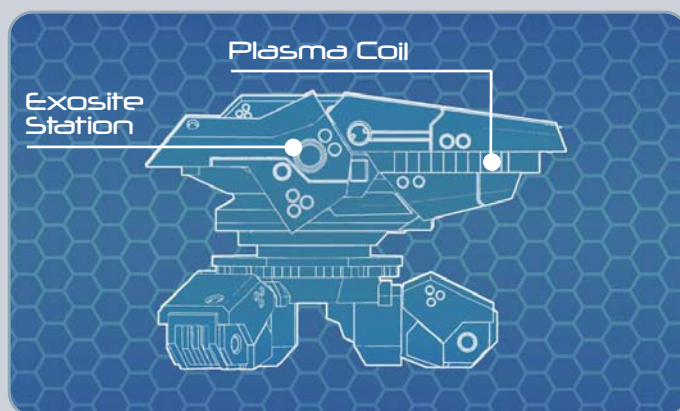


Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Plasma Light Support	30	40	80	3	RF3
RF3: Rapid Fire 3. The Plasma Light Support fires three shots.					

PLASMA CANNON

The plasma cannon is the hardest hitting light support weapon available to any force in Antarean space and frequently used to arm 'Hunter' type weapon drones.

The plasma cannon is the ultimate light support weapon. It is calibrated to deliver a single very strong pulse, for which an especially long plasma coil is required. All plasma weapons have a defect inherent in plasma coils in that they gradually weaken over time. This problem is normally overcome by the weapon's own self-repair facility. In the case of the plasma cannon the weapon is so powerful that its battlefield performance can sometimes be affected, causing temporary plasma fade.

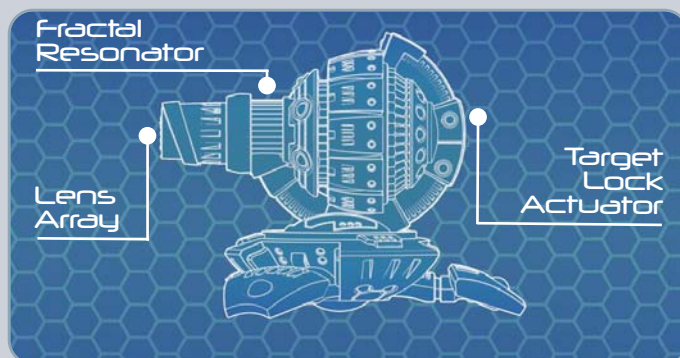


Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Plasma Cannon	30	40	80	6	Plasma Fade
Plasma Fade: On the Acc roll of a 10 to hit not only is the shot a miss but the plasma coil suffers from momentary fade. To represent this change the unit's current order to down.					

FRACTAL CANNON

Fractal weapons are primarily used for attacking static defences. They are relatively specialist weapons found in the arsenals of most Antarean forces but reserved for urban warfare where they are supremely useful.

Fractal weapons utilise molecular resonance to break apart solid material. Although slow to develop full power, their ability to break apart buildings and machines is almost limitless. They are also known as fractal disintegrators. The fractal cannon is the smallest of these machines and the most readily mobile, but it is correspondingly less powerful than the larger 'siege' weapons.



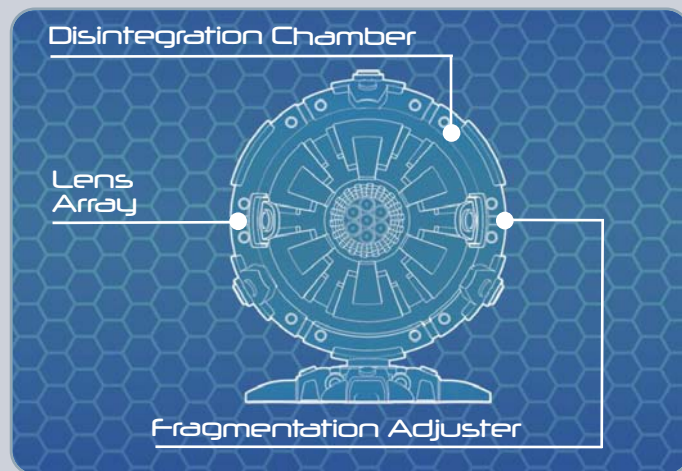
Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Fractal cannon	30	40	80	2 (+1 max 10)	Fractal Lock
Fractal Lock: If a frag borer hits its target it 'locks on'. So long as the fractal cannon receives a fire order in each following turn, and so long as the target does not move, the weapon will automatically hit the target and no Acc test is necessary. I.e. the weapon will 'auto-hit' the target once it has a fractal lock. In addition, each time it auto-hits against the same target its SV goes up by +1 up to a maximum value of 10.					

FRAG BORER

The frag borer is a fractal-type weapon exclusively used by Boromite miners and is adapted from rock cutting machinery.

The frag borer is a fractal machine that utilises molecular resonance to break apart solid material. It is similar in construction and function to a fractal cannon, but is calibrated to work at closer ranges – primarily to tunnel through and break apart rock. In the hand of Boromites it is equally effective at breaking apart their enemies.

All fractal machines can be recognised by the array of fractal lenses through which the resonant beams are focussed and the target locked into place. Frag borers are useful weapons against static targets including fixed defences as well as buildings and other large constructions.



Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Frag Borer	20	30	60	3 (+1 max 10)	Fractal Lock

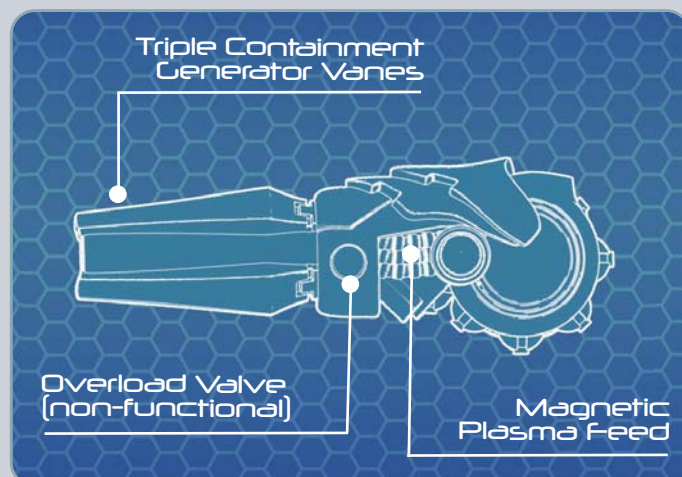
Fractal Lock: If a frag borer hits its target it 'locks on'. So long as the frag borer receives a fire order in each following turn, and so long as the target does not move, the weapon will automatically hit the target and no Acc test is necessary. I.e. the weapon will 'auto-hit' the target once it has a fractal lock. In addition, each time it auto-hits against the same target its SV goes up by +1 up to a maximum value of 10.

GHAR DISRUPTOR BOMBER

Disruptor Bombers are launchers that use a plasma/steam mix to lob a disruptor bomb into the air. These primitive launchers are carried by Ghar Bomb troopers in Bomber units. The loud retort of a bomb discharge is literally deafening, which is unfortunate for Bomb troopers! Ammunition is bulky and Bomber units are sometimes accompanied by Scutters to carry and load the weapon's cumbersome disruptor bombs.

Disruptors are all bomb-like shells, which release a powerful quantum gravity blast when they explode. This tears apart physical matter, wreaking havoc with sophisticated nano-based technologies, and creating residual spacial distortion that can often render battlefields uninhabitable for years.

Only the Ghar are reckless or ignorant enough to tamper with the physical cohesiveness of the universe in this way. Ghar devices are constructed with crude mechanical engineering that is barely affected by quantum gravity beyond the physical rending of materials caught in the immediate blast. Cover offers no protection against a quantum gravity blast, so disruptors are especially useful when it comes to winking the enemy from defended positions.



Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Disruptor Bomber	10-30	60	120	1	OH, Blast D5, No Crew, Limited Ammo, No Cover, Disruptor

Minimum Range: The disruptor bomber has a minimum range of 10" and cannot engage targets that are closer than this measured in the standard way.

OH: Overhead. The disruptor bomber shoots overhead as described in the rules on page 34.

Blast D5: Disruptor bomber shots result in a Blast causing D5 hits as described in the rules for Blasts on page 33.

No Crew: When carried by a Ghar in battle armour the disruptor bomber counts as having a full crew. No penalty is applied for lack of a second crew model. Instead, we have the limited ammo rule as described below.

Limited Ammo: Unless a unit includes Scutters carrying bomb loaders it risks running out of ammo each time it shoots. If the disruptor bomber rolls a 10 to hit, the shot is not only a dud shot but also the weapon has run out of ammunition and can shoot no further in the game.

No Cover: Models hit by a disruptor bomber get **no cover bonus** to their Res roll.

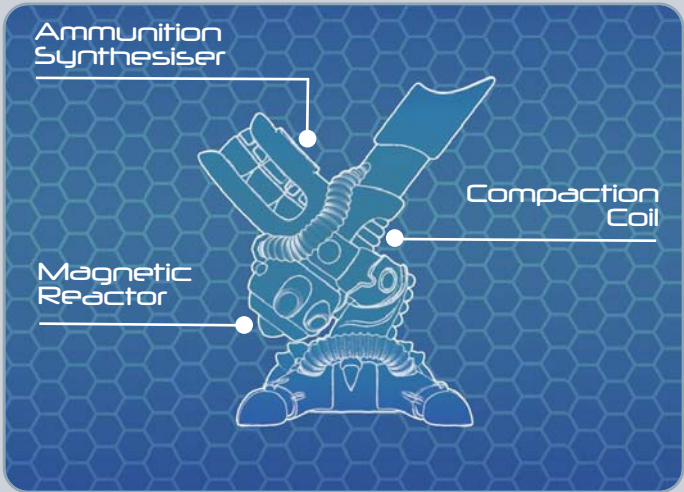
Disruptor: Disruptors have various additional effects against some types of units, notably machines, as well as potentially dire consequences for the fabric of time and space! See the additional rules for Disruptor Weapons on page 79.

X-LAUNCHER

The X-launcher or magnetic launcher is one of the most universal and adaptable light support weapons and is found in every kind of force. Ammunition is relatively weighty and bulky and resists compression, so X-launchers are generally team weapons with crews.

X-launchers are magnetic launchers that fire explosive bombs or various kinds of special munitions. They are extremely common support weapons, compact in design, relatively accurate, and capable of handling a variety of ammunition where necessary. They provide Antarean forces with mobile man-carried artillery.

X-launchers usually have four equally spaced magnetic rails that form the barrel framework. This is usually enclosed, but the ends of the rails on some models project forward of the casing, forming the characteristic X shape and suggesting one of the reasons these and similar weapons are generally known as X-launchers. Otherwise – ‘X’ nominally stands for ‘explosive’ – as the standard ammunition is an explosive shell. X-launcher ammunition cannot be compressed and is normally carried in a suspensor frame by the crew.



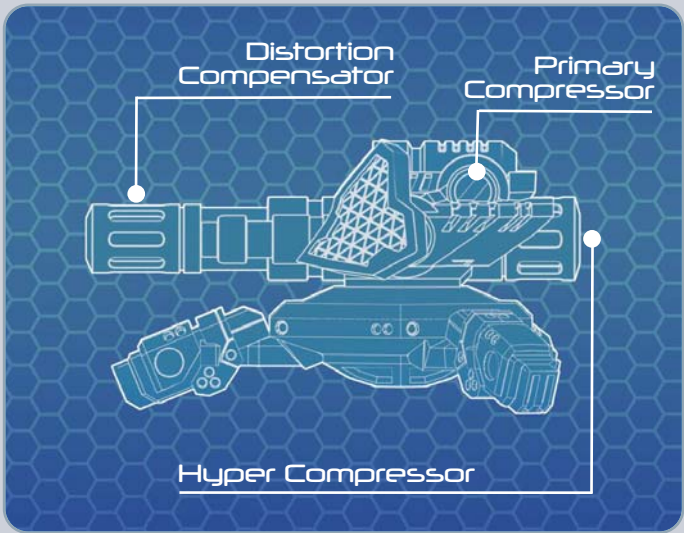
Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
X-launcher	10-30	60	120	1	OH, Blast D5, No Cover
Minimum Range: The X-launcher has a minimum range of 10" and cannot engage targets that are closer than this measured in the standard way.					
OH: Overhead. The X-launcher shoots overhead as described in the rules on page 34.					
Blast D5: The standard ammunition gives a Blast causing D5 hits as described in the rules for Blasts on page 33. Note that other special munitions are available, see Special Munitions (page 87).					
No Cover: Models hit by overhead fire get no cover bonus to their Res roll. Note this only applies to overhead shots using the standard blast ammunition and not to special munitions.					

COMPRESSION CANNON

The compression cannon is a relatively exotic light support weapon mostly used in specialist roles by Concord forces where it is likely to be drone or vehicle mounted.

Compression weapons use compression field technology to quantum reduce everything within a narrow field projected by the weapon – effectively scrunching matter to nothing. As with other compression weapons, the compression cannon doesn't function at very short ranges and its effectiveness drops off very quickly over long range.

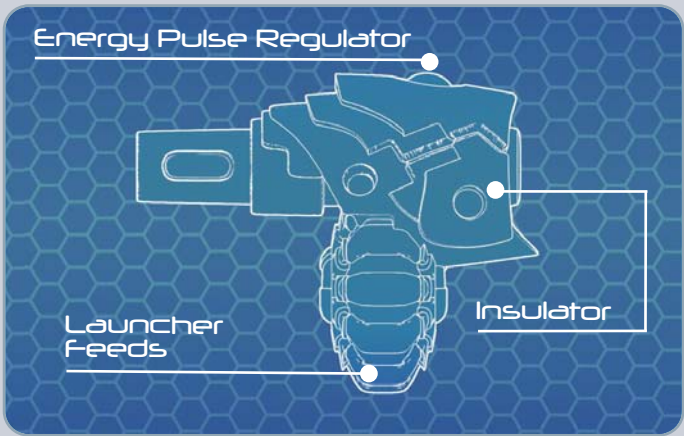
The chief advantages of the weapon compared to plasma equivalents are its effectiveness against close targets – so long as they don't come within the weapon's limited compression range – and its ability to compress any cover the target is taking advantage of. As with all larger compression weapons it can suffer from momentary field collapse.



Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Compression Cannon	10-30	40	80	7/4/2	Compressor, No Cover, Cycle
Minimum Range: The compression cannon has a minimum range of 10" and cannot engage targets that are closer than this measured in the standard way.					
Compressor: All compression weapons have a SV value that varies with range band. In the case of the compression cannon this is: 7 at effective range, 4 at long range, and 2 at extreme range.					
No Cover: Models hit by compression weapons get no cover bonus to their Res roll.					
Cycle: On the Acc roll of a 10 to hit not only is the shot a miss but the compression field collapses and must be re-established. To represent this change the unit's current order to down to show that the weapon is cycling.					

DISRUPTOR CANNON

The Disruptor Cannon is a light support version of the weapon carried by Ghar battlesuits mounted upon a smaller powered walker machine and operated by a crew of Ghar outcasts. The disruptor cannon takes the core cannon from the centre of a Scourer array and puts it into the less than enthusiastic hands of a weapons team of Ghar outcasts. These light support weapons give outcasts a chance to face enemy troops on something closer to an even footing. Because the weapon is no longer fed from the Ghar battle armour’s own reserves of ammunition and energy it requires a crew like any other light support weapon. It has attached ammunition feeds and the crew carries further magazines. It is an extremely crude weapon. But then the Ghar are an extremely crude race.



Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Disruptor Cannon	20	30	None	1	Blast D4, No Cover, Disruptor
Blast D4: A hit from a disruptor cannon shot inflicts D4 blast hits on the target.					
No Cover: Models hit by a disruptor cannon get no cover bonus to their Res roll.					
Disruptor: Disruptors have various additional effects against some types of units, notably machines, as well as potentially dire consequences for the fabric of time and space! See the additional rules for Disruptor Weapons below.					

DISRUPTOR WEAPON SPECIAL RULES

Ghar disruptor weapons are all bomb-like shells propelled by steam-plasma combustion using plasma generated by a Ghar plasma reactor. This is ancient and highly volatile technology long surpassed by Antarean civilisations. The Ghar, however, appear incapable of technical progress or of changing their only reason for existing – to wage war!

Disruptor weaponry is based on primitive quantum gravity technology. When a disruptor weapon detonates it releases a powerful quantum gravity blast that tears the material of space apart. This technology creates residual spatial distortion that can often render battlefields uninhabitable for years. Disruptor weapons are the Antarean equivalent of a ‘dirty bomb’ and not something used by sane or sophisticated races. Only the Ghar are reckless or ignorant enough to tamper with the physical cohesiveness of the universe in this way. Or at least let us hope so!

Disruptors are especially effective against sophisticated nano-based technologies because they literally ‘disrupt’ the cohesive quality of space making it impossible for the nanosphere to operate. In comparison, Ghar machinery is constructed with crude mechanical

engineering that is relatively robust when it comes to the kind of spatial disruption unleashed by these weapons and associated technology.

Disruptors come in different sizes from the small bomblets mounted in disruptor dischargers to the large calibre shells fired by heavy disruptor bombers. All disruptor weapons are affected by the following rules.

- A target hit by a disruptor weapon gets **no cover bonus** to its Res roll against the hit.
- A non-Ghar target hit by a disruptor weapon takes **2 pins** rather than the usual 1 pin. If the target is heavily armoured (i.e. if its Res value against the hit is more than 10) then it takes these pins **even if the hit is successfully resisted**. (Heavily armoured targets do not normally take pins unless they fail their Res test on a 10).
- A Ghar target does not suffer additional pins as described above. Aside from those occasions when Ghar fight amongst themselves, it is possible for shots to go off target and hit their own side.
- If a target unit includes **buddy drones** any hits from disruptor weapons can be allocated by the shooter against these drones (and not just lucky hits as with other weapons).
- If the target unit is a **probe** it can only make a successful Res test on a roll of a 1 regardless of its Res value.



HEAVY WEAPONS

These are the largest and heaviest kinds of weapons commonly deployed onto the battlefield. They are the Antarean equivalent of heavy ordnance and are unlikely to feature in all but the most major of conflicts. They usually require a crew of three or more to operate at full effectiveness, or else they are carried by heavy combat drones or fitted onto heavy vehicles or the equivalents. Crewed weapons are usually mounted onto some kind of suspensor platform, but such is their size and weight that this barely enables them to move. They are primarily designed to fire from fixed positions.

Step away now!

That thing nearly took your foot off. That is a foot, isn't it? Sorry, easy mistake to make...

Let's not worry too much about heavy weapons until we've got a bit more experience under our belt.



HEAVY WEAPON RULES

Heavy weapons can only shoot using a **fire** action but note they receive no Acc bonus for aimed fire (page 24).

Heavy weapons that must turn through more than 90 degrees to face a target suffer an Acc penalty of -2 when they shoot (page 28).

Heavy weapons with crews suffer a -1 Acc penalty per casualty when shooting with a depleted crew (page 28).

Heavy weapons with crews suffer a -1 Ag penalty per casualty when making an agility test with a depleted crew (page 20).

Heavy weapons teams can only cross obstacles at M rate and with a successful Ag test (page 22)

Individual models of heavy weapons are large models. This affects their ability to move in some kinds of terrain and it also affects them as targets, for example they receive no cover bonus. See Large models on page 134.

If taking a Res test a heavy weapon always passes on any roll other than a 10, and rolls for damage on the heavy weapon damage chart if this is failed (page 31).

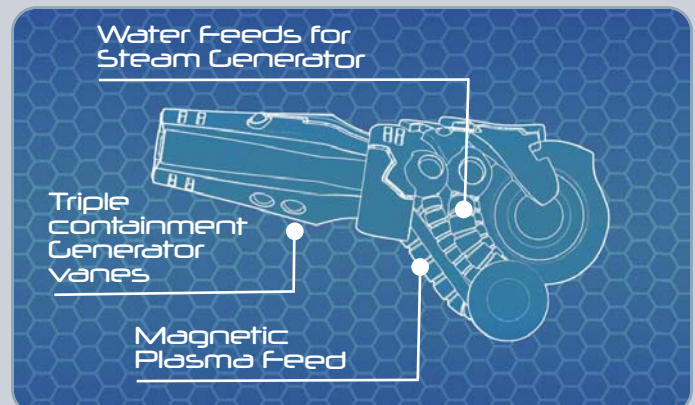
GHAR HEAVY DISRUPTOR BOMBER

Heavy disruptor bombers are carried by Ghar Heavy Bombardment crawlers accompanied by Scutters to carry and load the ammunition. It is a heavy version of the standard disruptor bomber.

Ghar launchers combine plasma and steam creating an explosive reaction to propel a disruptor bomb. These primitive launchers are carried by Ghar heavy bomber crawlers and ammunition is carried and loaded by accompanying Scutters.

The heavy disruptor bomber is no more than a scaled up version of the basic weapon carried by bombardment units and the same observations and reservations hold true, only more so.

Disruptors are all bomb-like shells, which release a powerful quantum gravity blast when they explode. This tears apart physical matter, wreaking havoc with sophisticated nano-based technologies, and creating residual spacial distortion that can often render battlefields uninhabitable for years. Only the Ghar are reckless or ignorant enough to tamper with the physical cohesiveness of the universe in this way. Ghar devices are constructed with crude mechanical engineering that is barely affected beyond the physical rending of materials caught in the immediate blast. Normal cover offers no protection against a quantum gravity blast, so disruptors are useful for winking the enemy from cover (see the special rules that apply to Disruptors (page 79)).

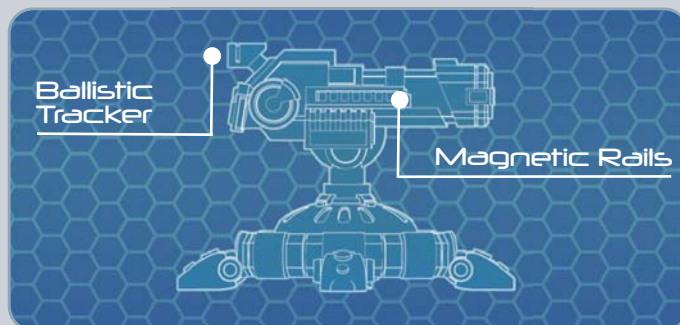


Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Heavy Disruptor Bomber	10-30	60	120	2	OHx2, Blast D10, No Crew, Limited Ammo, No Cover, Disruptor
Minimum Range: The heavy disruptor bomber has a minimum range of 10" and cannot engage targets that are closer than this measured in the standard way. OHx2: Overhead. The heavy disruptor bomber shoots overhead using a double template as described in the rules on page 36. Blast D10: Heavy disruptor bomber shots result in a Blast causing D10 hits as described in the rules for Blasts on page 33. Limited Ammo: Unless a unit includes Scutters carrying bomb loaders it risks running out of ammo each time it shoots. If the heavy disruptor bomber rolls a 10 to hit, the shot is not only a dud shot but also the weapon has run out of ammunition and can shoot no further in the game. No Cover: Models hit by disruptor shots get no cover bonus to their Res roll. Disruptor: Disruptors have various additional effects against some types of units, notably machines, as well as potentially dire consequences for the fabric of time and space! See the additional rules for Disruptor Weapons on page 79.					

MAG HEAVY SUPPORT

The mag heavy support gun – often abbreviated to Mag HS – is a long-ranged very rapid firing and hard-hitting weapon favoured by Algoryn and to some extent Freeborn forces.

The mag heavy support gun is a larger and more potent version of the mag light support gun designed primarily for vehicle mounting and fixed point defence. Its magnetic rails are capable of an extremely high rate of fire and it is a deadly weapon against all but the most heavily armoured targets.

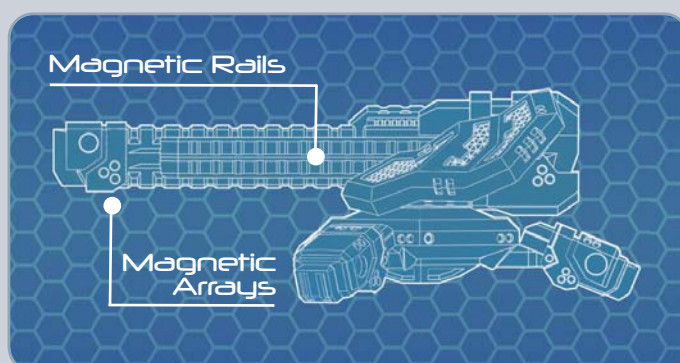


Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Mag Heavy Support	30	50	100	3	RF5
RF5: Rapid Fire 5. The Mag Heavy Support fires five shots.					

HEAVY MAG CANNON

The heavy mag cannon is a larger and more powerful version of the standard mag cannon. Mag weapons are favoured by the Algoryn and are used to some extent by Freeborn and other races of Antarean space.

The heavy mag cannon is designed to deliver a single shot at incredible velocity. It is a distinctive long-barrelled weapon and the most powerful weapon of its kind. Ammunition is designed to defeat heavily armoured targets and release a mass-sensitised disruptor field that inverts and crushes local space. A target struck and penetrated by a heavy mag cannon suffers massive internal damage and is unlikely to survive.



Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Heavy Mag Cannon	50	100	250	6	Massive Damage
Massive Damage: If the heavy mag cannon's target rolls for damage on a damage table it suffers Massive Damage. See page 37.					

MAG MORTAR

The mag mortar is a very large calibre magnetic launcher built to lob a heavy shell at relatively short ranges. It is another common type of artillery found in most forces.

Mag mortars are magnetic launchers designed to lob a very heavy shell at low velocity. This means they can be more compact than X-howitzers although they sacrifice range. Mag mortars make excellent close support artillery but can be vulnerable to enemy action. They are especially useful against massed targets because of their double template blast area. With D10 hits they can smash even the most substantial units.



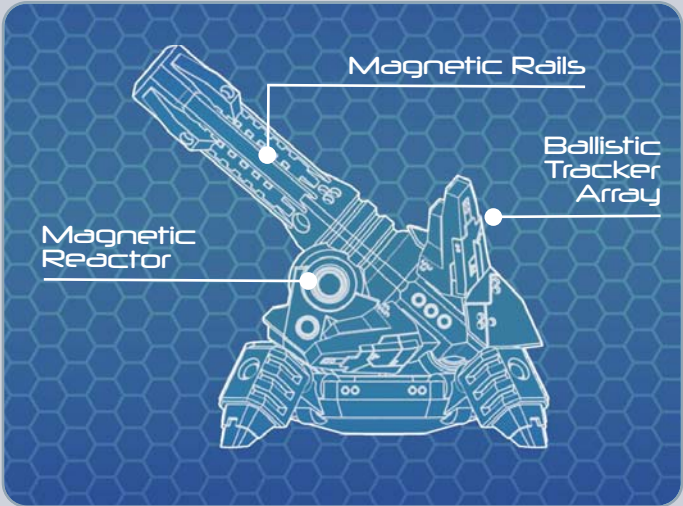
Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Mag Mortar	10-30	40	50	3	OHx2, Blast D10, No Cover
Minimum Range: The mag mortar has a minimum range of 10" and cannot engage targets that are closer than this measured in the standard way. OHx2: Overhead. The mag mortar shoots overhead using a double template as described in the rules on page 36. Blast D10: The standard ammunition gives a Blast causing D10 hits as described in the rules for Blasts on page 33. Note that other special munitions are available, see Special Munitions on page 87. No Cover: Models hit by overhead fire get no cover bonus to their Res roll. Note this only applies to overhead shots using the standard blast ammunition and not to special munitions.					

As humanity spread inexorably throughout Antarean space colonies were established upon innumerable worlds very different from the home world of Earth. Over the generations isolated populations evolved to live in all kinds of environments, to breath alien atmospheres, and to endure extreme pressures and gravities. This evolutionary process was, in many cases, deliberately accelerated by geneticists, resulting in a universe populated by human morphs of all kinds of shapes, sizes, colours and appearance.

X-HOWITZER

The X-howitzer is a very large magnetic launcher built for lobbing shells over great distances. It is a common battlefield heavy artillery support weapon used by practically all forces. It is often built onto the back of heavy combat drone or skimmer and used as a long range support weapon.

X-howitzers are vast magnetic artillery pieces that shoot explosive bombs or various kinds of special munitions. They are the largest kinds of launchers and sturdily constructed to withstand the high velocities generated by their multiple magnetic rails. X-howitzers are often crew served weapons but can be vehicle mounted in the form of mobile artillery.

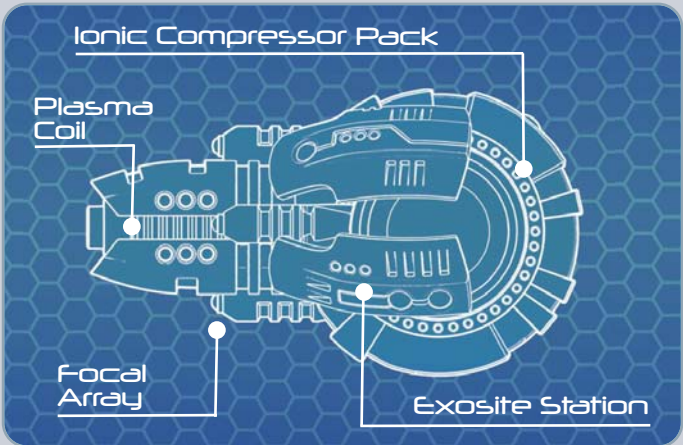


Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
X-howitzer	10-50	100	250	2	OH, Blast D10, No Cover
Minimum Range: The X-howitzer has a minimum range of 10" and cannot engage targets that are closer than this measured in the standard way.					
OH: Overhead. The X-howitzer shoots overhead as described in the rules on page 36.					
Blast D10: The standard ammunition gives a Blast causing D10 hits as described in the rules for Blasts on page 33. Note that other special munitions are available, see Special Munitions on page 87.					
No Cover: Models hit by overhead fire get no cover bonus to their Res roll. Note this only applies to overhead shots using the standard blast ammunition and not to special munitions.					

PLASMA BOMBARD

The plasma bombard is the largest and most powerful mobile plasma weapon and uses multiple-coils to generate an extraordinarily potent pulse of energy. It is used by heavy support units in most Antarean forces and often carried by heavy combat drones and other heavy vehicles.

Plasma bombards are used to equip heavy support units and are the most powerful plasma based weapon available to most forces. They are constructed with multiple plasma coils, which loop together, a design that is necessary to preserve the integrity of the coils. Even so, the weapon is prone to plasma fade, a recurrent problem with all plasma weapons over time but especially acute with larger weapons such as the plasma bombard.

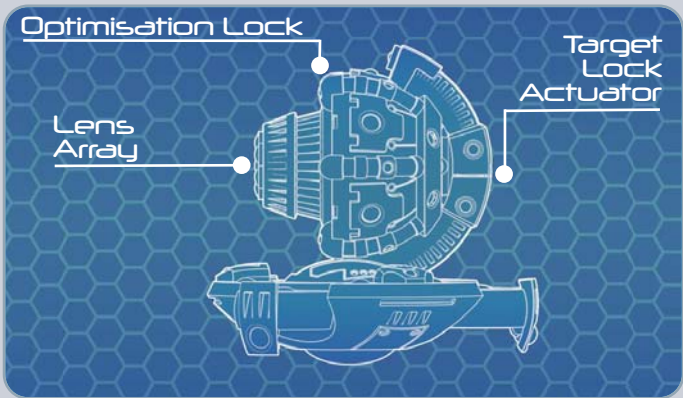


Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Plasma Bombard	50	100	200	7	Plasma Fade
Plasma Fade: On the Acc roll of a 10 to hit not only is the shot a miss but the plasma coil suffers from momentary fade. To represent this change the unit's current order to down.					

FRACTAL BOMBARD

Fractal bombards are designed to destroy fortresses, buildings and other large static constructions from long range. They are essentially siege weapons and are usually, though not always, mounted onto vehicles.

Fractal weapons utilise molecular resonance to break apart solid material. Although slow to develop full power, their ability to break apart buildings and machines is almost limitless. They are also known as fractal disintegrators. The fractal bombard is the largest and most powerful of these machines.



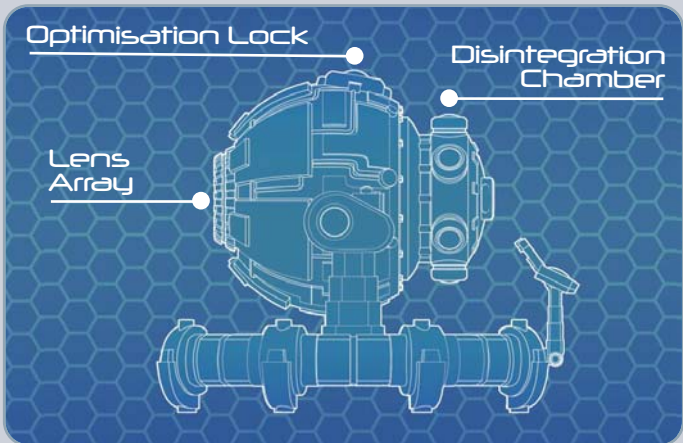
Type of Weapon	Range		Extreme	Strike Value	Special
	Effective	Long			
Fractal Bombard	50	100	200	3 (+2 max 10)	Fractal Lock

Fractal Lock: If a fractal bombard hits its target it 'locks on'. So long as the Fractal bombard receives a fire order in each following turn, and so long as the target does not move, the weapon will automatically hit the target and no Acc test is necessary. I.e. the weapon will 'auto-hit' the target once it has a fractal lock. In addition, each time it auto-hits against the same target its SV goes up by +2 up to a maximum value of 10.

HEAVY FRAG BORER

The heavy frag borer is by far the most common tunnelling and boring machine used by Boromite miners and willingly deployed in combat. It can be found as a piece of equipment in any Boromite mining operation or asteroid. It can easily be turned upon intruders or anyone asking unwelcome questions...

The heavy frag borer is a larger version of the standard Boromite tunnel borer. It is used for delving into rock in search of ores and rare minerals as well as sinking deep shafts directly into the ground. Like the smaller frag borer it is a fractal machine and mainly useful against static targets including fixed defences as well as buildings and other large constructions.



Type of Weapon	Range		Extreme	Strike Value	Special
	Effective	Long			
Heavy Frag Borer	20	30	60	6 (+1 max 10)	Fractal Lock

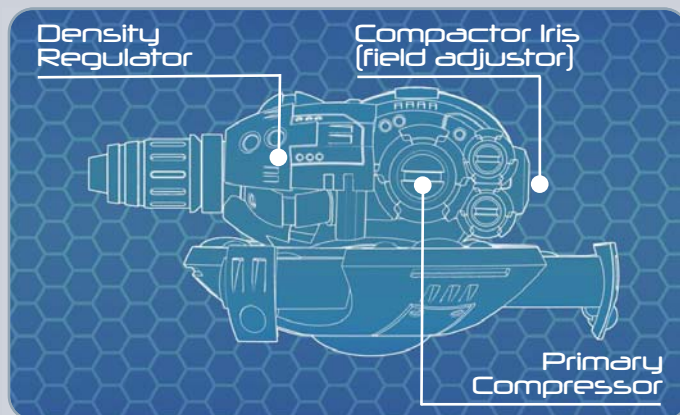
Fractal Lock: If a heavy frag borer hits its target it 'locks on'. So long as the heavy frag borer receives a fire order in each following turn, and so long as the target does not move, the weapon will automatically hit the target and no Acc test is necessary. I.e. the weapon will 'auto-hit' the target once it has a fractal lock. In addition, each time it auto-hits against the same target its SV goes up by +1 up to a maximum value of 10.



COMPRESSION BOMBARD

Compression bombards are used as heavy support weapons by forces attacking densely built up or fortified targets. Most forces of Antarean space have some, and they are used in specialist assault support roles. Compression bombards are often vehicle mounted.

As with other weapons that use compression technology, the compression bombard doesn't function at very short ranges and its effectiveness drops off very quickly over long range. This makes it vulnerable to close assault. However, its maximum range is still considerable, if less than most heavy weaponry. As with all larger compression weapons it can suffer from momentary field collapse.



Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Compression Bombard	10-50	100	150	9/7/5	Compressor, No Cover, Cycle

Minimum Range: The compression bombard has a minimum range of 10" and cannot engage targets that are closer than this measured in the standard way.

Compressor: All compression weapons have a SV value that varies with range band. In the case of the compression bombard this is: 9 at effective range, 7 at long range, and 5 at extreme range.

No Cover: Models hit by compression weapons get **no cover bonus** to their Res roll.

Cycle: On the Acc roll of a 10 to hit not only is the shot a miss but the compression field collapses and must be re-established. To represent this change the unit's current order to down to show that the weapon is cycling.



Boromites prepare to repel unwelcome guests

GRENADES

Many Antarean troops carry small explosive charges or micro-grenades. These are used as weapons in combat, but they have other uses too, including demolition, sabotage and mine laying. In most cases these charges are no larger than a pebble and they are often flat like a coin. They are carried in a tubular dispenser of twenty or more grenades, fastened to a belt or harness attachment. A dispenser can hurl or shoot grenades by means of short pulses of magnetic energy. In most cases individual grenades can also be set to explode on a timer, proximity, voice command or in other customisable configurations.

These kinds of short-ranged missiles or set-charges are referred to as grenades throughout the rules. In different forces they can be called micro-grenades, mines, charges, bombs or bomblets. However, for the sake of explaining how the rules work we refer to all such devices as grenades.

PLASMA GRENADES

Plasma grenades are the most common grenade type used by the fighting forces of Antarean space. They consist of a small charge that can be thrown by hand, projected from a dispenser or set as mines.

Although plasma grenades must strike a target to release their devastating energy, they are fitted with powerful micro-sensors that give them limited homing ability once close enough to a target. Plasma grenades are almost universally used by all Antarean military forces.

Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Plasma Grenades	5	None	None	1	–

IMPLOSION GRENADES

Implosion grenades are used by Boromites and are primarily designed for blasting away rocks without creating the kind of debris left by an explosion. Implosion grenades don't explode – they implode taking surrounding matter with them by reducing it to a hyper-compressed state. Boromites use them for tunnelling in places too restricted for larger equipment.

Whilst very effective these grenades are not really weapons. Implosion grenades are extremely dangerous to be near and are more effectively deployed as set mines allowing their operatives to retire to a safe distance. No sensible person would wish to throw them around. However, Boromites are very unlike the timid mass of humanity and are prepared to face such risks – cheerfully.

Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Implosion Grenades	5	None	None	2	Hazardous H2H

Hazardous H2H. Implosive effect is especially dangerous in hand-to-hand fighting where grenades are used at very close quarters. Any Strength rolls of 10 to score hits not only miss the enemy but instead score hits on the unit using the grenades.

SOLAR CHARGES

Solar charges are carried by Algoryn infiltrator squads and often used to lay booby-traps behind enemy lines. Solar charges build up their charge when exposed to sunlight and remain dangerous for years, continuing to recharge so long as they are exposed to light. They can be laid in darkness with a

zero energy signature, making them impossible to discover, only to activate as they are exposed to the sun. They were developed and are used by the Algoryn. They can also be used as conventional grenades. Their blast effect makes them effective at short ranges but dangerous in hand-to-hand fighting – dangerous for both sides that is!

Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Solar Charges	5	None	None	1	Blast D3, Hazardous H2H

Blast D3. Solar charges result in a Blast causing D3 hits as described in the rules for Blasts on page 33.

Hazardous H2H. Because of their blast effect Solar Charges are dangerous to both sides if used in hand-to-hand fighting. Any Strength rolls of 10 to score hits not only miss the enemy but instead score hits on the unit using the grenades.

GHAR DISRUPTOR DISCHARGERS

Ghar assault units are equipped with dischargers designed to hurl disruptor bomblets at their enemies as they close into combat. As these grenades are only used in this fashion we'll look at the whole weapon system.

The Disruptor Discharger hurls small bomblets at a target at extremely close range. It is used to sow destruction as Ghar Assault troopers close with their targets as it simply lobs bomblets indiscriminately and some quantity. By the time the Ghar reach their enemies there is often very little left!

Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Ghar Disruptor Dischargers		Point blank shooting only		2	Blast D4, No Cover, Disruptor
Point Blank Shooting Only: Ghar disruptor dischargers can only be used for point blank shooting. They have no range as such, cannot be used for hand-to-hand fighting and cannot be set as mines.					
Blast D4. A hit from a disruptor discharger results in a Blast causing D4 hits as described in the rules for Blasts on page 33.					
No Cover: Models hit by disruptor dischargers get no cover bonus to their Res roll.					
Disruptor: Disruptors have various additional effects against some types of units, notably machines, as well as potentially dire consequences for the local space fabric! See the additional rules for Disruptor Weapons on page 79.					

SETTING GRENADES AS MINES

All grenades can be set as **mines**. The unit setting mines must make a fire action but does not otherwise shoot; instead the fire action is taken up with placing charges.

Place a marker within 1" of the unit's formation. A unit equipped with grenades can set any number of mine markers in this way over successive actions, but markers cannot be positioned within 5" of mine markers already placed by either side. The player who set the mines can detonate them at any time if an enemy unit makes any action or reaction within 5" of the marker. This includes units moving to within 5" at any

point during their move so long as the move is made as an action or reaction.

Resolve the effect of detonating mines before completing the target's action/reaction. Roll a D5 to determine the number of attacks made by the mines. Each attack has an Acc of 5 worked out as if the mines were a unit shooting from the position of the marker. If there is more than one potential target within 5" of the marker, including those from either side, then attacks are distributed as evenly as possible by the player detonating the mines. Once a mine marker has been detonated it is removed and there is no further effect.



Isorian phase troopers explore an alien landscape.

SPECIAL MUNITIONS

Magnetic launchers are versatile weapons that can shoot different kinds of ammunition designed to distract or hinder the enemy, to obscure part of the battlefield, to create temporary cover from enemy fire, and so on. Different kinds of launchers can use different special munitions.

Special Munitions Rules

Different special munitions work in different ways as explained in the individual entries for each type. Except for net shots, munitions designed to work with larger overhead firing launchers make use of a marker rather than the usual blast template. See the Shooting section on page 36 for the rules for shooting using these markers.

Markers are used to represent where a special munitions shot has landed and are left in place and can continue to exert their influence during the course of the battle. These kinds of munitions are all described as being effective **turn to turn**. Make a test for every munition marker that is on the battlefield once order dice have been returned to the dice bag during the turn end phase. Roll a D10. On the score of 1-5 the munition ceases to work and the marker is removed. On the score of 6-10 the munition continues working into the following turn and the marker is left in place.

Many munitions have a radius of effect, usually 3". Measure this radius from the centre of the marker.

A cycle of stories dating way back to the Xon times (Fourth Age) tells of how, when the race of Builders undertook the Last Journey, some chose to remain behind, making their ever-lasting abode in the heart of the star Antares.

They called themselves the Watchers, and from their fiery home they travelled throughout Antarean space by means of its countless trans-dimensional pathways, observing the rise of planets and the brief lives of newly evolved sentient species.

According to the longest and most complete of these stories, the Hu Qong'a – or Tale of Qong – its eponymous hero came into the human universe. The Watcher guided explorers to many secrets and wonders, yet all the time cunningly led these same explorers away from the greatest and most potent wonder of all. The Tale of Qong names this wonder the Heart of Eternity but never explains what it might be.

Some have speculated that these fanciful stories bear some germ of truth, and the Builders do indeed live on, watching and observing and perhaps even living covertly amongst the peoples of Antarean space. Others dismiss such simple-minded notions and point instead to the long tradition of imaginative and allegorical literature in the Court of the Xon Emperors for a more likely explanation.

GRIP

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

- Grip munitions can only be used by X-launchers and larger launcher weapons. If a model has the option to fire a grip shot the player must declare grip is being used before rolling to hit.
- Use a marker to locate where the shot lands. Once a shot has been placed on the table it remains from turn to turn until it ceases to work as described above.
- Grip affects movement, whether resulting from an action, reaction or other reason such as a consolidation move following combat. A unit that begins its move within 3" of a grip marker must take and pass an agility (Ag) test. If this is failed the unit cannot move at all that action, and if failed on a 10 the unit suffers a pin in addition. If the test is passed the unit can move, but its pace is reduced by half unless the test is passed on a 1, in which case there is no penalty to movement.
- If a unit moves to within 3" of a grip marker it must halt and test immediately to determine if it must halt or if it halves the remainder of its move. This is exactly as before except the test is taken when the unit moves to within 3" of the marker.
- If a unit is potentially affected by grip and must also test Ag for moving through difficult terrain (see page 22) take the grip test first, then take any tests due for terrain. If a unit's move is reduced both by grip and by passage through terrain then reduce its pace proportionately, for example if halved through grip and halved again through terrain move the unit at a quarter pace.

SLINGNET AMMO

X-slings and micro-X launchers can be equipped with slingnet ammo. Slingnet is a small calibre version of the suspensor net ammo used by larger launchers. If a model has the option to fire a slingnet shot the player must declare slingnet ammo is being used before rolling to hit.

- Slingnet is normally fired direct because the small size of the marker and penalty to Acc for OH fire makes overhead shooting very inaccurate. However, slingnet can alternatively be fired overhead if using a Micro-X launcher. If fired overhead the target is hit if the centre of any model's base lies under the marker or if any portion of a weapon drone or large target lies under the marker in the same way as described for a standard blast template (page 34).
- If the target is hit by slingnet then it suffers no damage but takes +1 additional pin as a result of being hit – i.e. it suffers 2 pins rather than 1. A unit that is not pinned when hit (a heavily armoured target for example) cannot be affected by a slingnet shot.

SCOOT

Scoot shells broadcast a sub-harmonic pulse that affects the nervous systems of living creatures – it cannot affect machines – rendering targets temporarily incapable.

- Scoot munitions can only be used by X-launchers and larger launcher weapons. If a model has the option to fire a scoot shot the player must declare scoot is being used before rolling to hit.
- Use a marker to locate where the shot lands. Once a shot has been placed on the table it remains from turn to turn until it ceases to work as described above.
- Scoot can only affect infantry units, mounted units, weapon team units, beast units, and humungous beast units or equivalent command units comprising living creatures. It affects bike-mounted units that have living riders. It cannot affect vehicle units even where they have a crew, except for vehicle units that are scramble proof – e.g. Ghar vehicles. This is because vehicles that are scramble proof are ridiculously primitive machines that rely entirely on their crew to operate them, where as most Antarean vehicles are fully capable of functioning without crew, at least for short periods.
- Any affected unit from either side that is within 3" of a scoot marker cannot be given any order except for run or down, and cannot make any reaction apart from go down (even if it is on ambush).

ARC

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

- Arc munitions can only be used by X-launchers and larger launcher weapons. If a model has the option to fire an arc shot the player must declare arc is being used before rolling to hit.
- Use a marker to locate where the shot lands. Once a shot has been placed on the table it remains from turn to turn until it ceases to work as described above.
- The shot creates a 3" radius energy sink area or arc. This affects any shooter attempting to draw LOS and shoot through the arc – i.e. within 3" of the marker.
- Any shooter drawing LOS and shooting through the arc must roll a D10 to determine if the shot is caught by the arc and nullified. On a roll of 1-5 the shot passes through the arc as normal. On a roll of 6-10 the shot is deflected or caught by the arc and automatically misses. Make the test before rolling Acc to hit, and then roll to hit with those shots that make it through the arc.
- Overhead firing weapons are affected if the aiming point of the shot is within 3" of the marker regardless of whether the unit must draw LOS through the arc or not. Otherwise the firing unit can draw LOS over the arc without penalty because their shot goes over the top of it.
- If shooters must draw LOS through two or more arcs then make the necessary test for each in turn to find out how many shots make it through.

SCRAMBLER

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

- Scrambler munitions can only be used by X-launchers and larger launcher weapons. If a model has the option to fire a scrambler shot the player must declare scrambler is being used before rolling to hit.
- Use a marker to locate where the shot lands. Once a shot has been placed on the table it remains from turn to turn until it ceases to work as described above.
- If any enemy unit is within 3" radius of a scrambler marker it is affected as follows. Scrambler only affects enemy units – it does not affect friendly units. Scrambler does not affect models that have the **scramble proof** special rule (for example Ghar vehicles and flitters are so primitive they can't be affected – they're scramble proof!).
- If the unit has an armour bonus from Reflex armour, Hyperlight armour or Phase armour then this doesn't apply whilst the scrambler is within 3" including any associated extra bonuses, for example from impact cloaks or HL boosters. Units in phase armour cannot use their armour to go down if they have a scrambler within 3".
- If the unit is a weapon drone or a vehicle then its Res value is reduced by -2 whilst it remains within 3" of the scrambler.
- If the unit includes any buddy drones then these cease to function whilst the unit remains within 3" of the scrambler. They are not otherwise harmed and can move along normally with their parent unit, but are rendered useless.
- If the unit is a probe then it can do nothing at all whilst the scrambler is functional. Whatever kind of probe it is, it does not work and cannot move. If the probe is part of a sharded unit then only those probes within 3" of the scrambler are affected and the rest of the unit can be given an order as normal.
- If a unit is within 3" of two or more scramblers then it is only affected once, penalties are not cumulative.

NET

A net shell emits a strong suspensor pulse creating a temporary suspensor net that constrains the target physically and suppresses mental functions whether biological or machine. Net shots are unlike most other special munitions in that they make use of the standard overhead blast template to 'hit' a target and their effect doesn't last from turn to turn. Net shots effectively forego the chance of causing casualties on their target and instead load it with extra pins.

- Net shells can only be used by X-launchers and larger launcher weapons. If a model has the option to fire a net shot the player must declare net is being used before rolling to hit.
- Work out whether the net shot hits its target using the standard overhead template in the same way as for an ordinary blast shot. If the shot goes off target work out where the template lands and identify targets hit. It is possible to hit two or more different units if a shot goes off target just as with ordinary blast shots. Note that mag mortars use the double template for net shots just as they do for blast shots.
- If a unit is hit by a net shot then it does not suffer blast damage. Instead the hit causes the target unit to take pins. The number of pins varies depending on the weapon that is shooting as shown below. This is the total number of pins, including any pin a unit would otherwise incur because it has been hit.
 - X-Launchers: D3+1 pin
 - X-Howitzers: D5+1 pin
 - Mag Mortar: D10+1 pin
- Targets that would normally force an Acc re-roll, such as down infantry and fast bikes with a run order, **halve** the pins scored and round down (i.e. the same routine as for overhead blast weapons but halve the pins instead of the number of hits)
- If two or more units are caught by the net shot then divide the pins equally between them in the same way as you would otherwise divide hits.

OVERLOAD AMMO

X-slings and micro X-launchers can be equipped with special overload ammo. Overload ammo is a powerful plasma charge that can be used instead of standard blast ammunition. If a

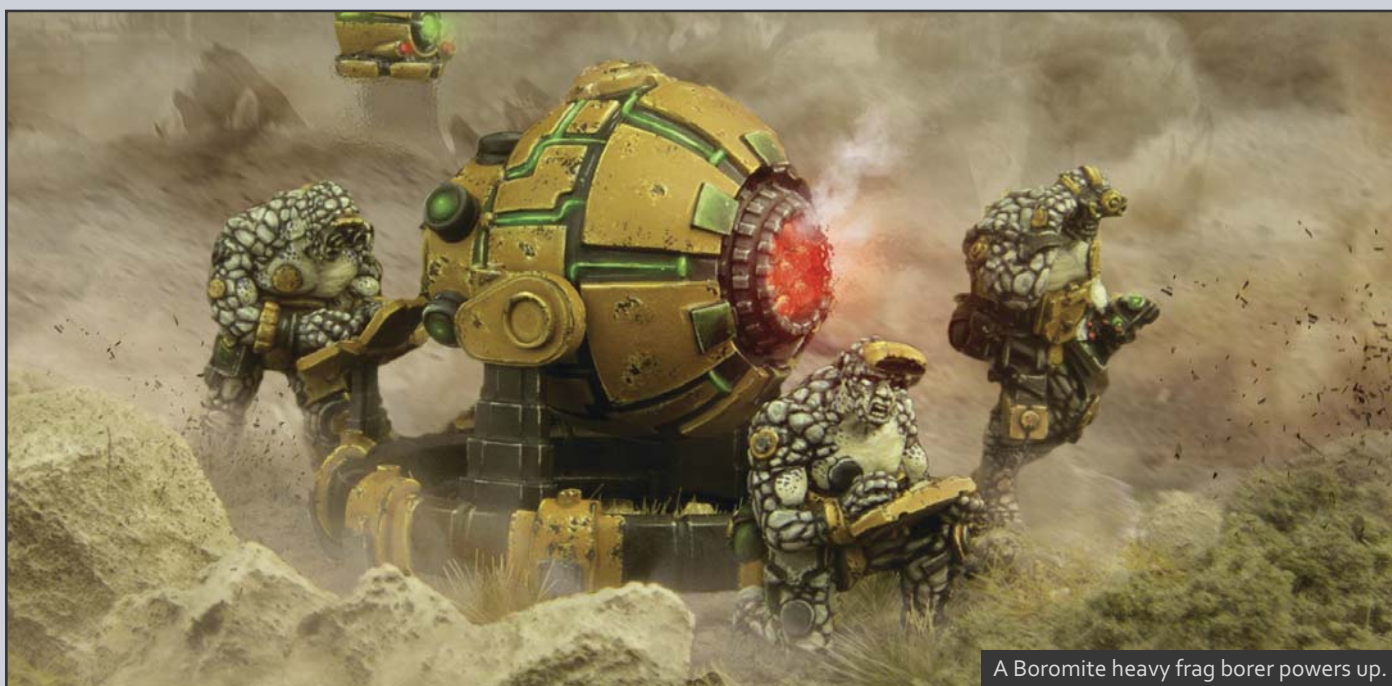
model has the option to fire an overload shot the player must declare overload ammo is being used before rolling to hit.

- Overload ammo can only be used with a direct fire shot and not when shooting overhead.
- An overload shot has a strike value (SV) of 3. An overload shot is not a blast and a hit is resolved as a single hit with SV3.
- If a 10 is rolled when testing Acc to hit, then not only does the shot miss and cannot be re-rolled, but the model cannot use overload ammo again. Ammunition has either run out or the weapon has been damaged and is no longer able to use overload ammo.

BLUR

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

- Blur munitions can only be used by X-launchers and larger launcher weapons. If a model has the option to fire a blur shot the player must declare blur is being used before rolling to hit.
- Use a marker to locate where the shot lands. Once a shot has been placed on the table it remains from turn to turn until it ceases to work as described above.
- If any unit from either side is within 3" of a blur marker then it suffers a random Acc penalty each time it shoots. Before working out the affected unit's shooting roll a D3 and deduct the score from the unit's Acc value, i.e. reduce the Acc value by 1, 2 or 3.
- If a unit is within 3" of two or more blur markers then roll a D3 for each and apply the biggest penalty. Don't add the penalties together, just use whichever is the biggest penalty.



A Boromite heavy frag borer powers up.

Weapon Summary

HAND WEAPONS

Type of weapon	Range			Strike Value	Special Rules
	Effective	Long	Extreme		
Mag Pistol	10	20	30	1	–
Plasma Pistol	10	20	30	2	–
X-Sling	10	20	None	0	Blast D3
Distort Spinner	Hand-to-Hand only			Varies	2 Attacks, Variable Res/Strike, Grenade
Maglash	10	None	None	1	2 Attacks
Lectro Lash	Hand-to-Hand only			1	3 Attacks
Lectro Lance	Hand-to-Hand only			2	–
Tractor Maul	Hand-to-Hand only			2	2 Attacks
Heavy Tractor Maul	10	None	None	3	2 Attacks
Ghar Plasma Claw	Hand-to-Hand only			D4	Random SV
IMTel Stave					
*Standard	10	None	None	3	3 Attacks
*Nano Drone Boost	20	None	None	6	3 Attacks, Blast D3, Exhausted

STANDARD WEAPONS

Type of weapon	Range			Strike Value	Special Rules
	Effective	Long	Extreme		
Mag Gun	20	30	60	1	–
Mag Repeater	20	30	None	0	RF2
Plasma Carbine					
*Single Shot	20	30	50	2	–
*Scatter	20	30	None	0	RF2
Plasma Lance					
*Single Shot	20	30	50	2	–
*Scatter	20	30	None	0	RF2
*Lance	20	30	None	4	Choose Target, Inaccurate
Phase Rifle	20	30	100	2	No Cover, RF D6 Fire Only, Concentrated Fire
Compression Carbine	10-20	30	50	2/1/0	Compressor, No Cover
Micro-X Launcher					
*Overhead	10-20	30	50	0	OH, Blast D4, No Cover
*Direct Fire	20	30	None	1	–
Mass Compactor	10	20	30	3/2/1	Compressor, No Cover
Lugger Gun	20	30	None	0	RF2, Limited Ammo
Scourer Cannon					
*Dispersed	20	30	None	2	RF3
*Concentrated	20	30	40	4	–
*Disruptor	20	30	None	1	Blast D4, No Cover, Disruptor
Gouger Gun	10-20	30	None	2	Down, Inaccurate

LIGHT SUPPORT WEAPONS

Type of weapon	Range			Strike Value	Special Rules
	Effective	Long	Extreme		
Mag Light Support	30	50	100	2	RF3
Mag Cannon	30	50	100	5	Massive Damage
Plasma Light Support	30	40	80	3	RF3
Plasma Cannon	30	40	80	6	Plasma Fade
X-Launcher	10-30	60	120	1	OH, Blast D5, No Cover
Compression Cannon	10-30	40	80	7/4/2	Compressor, No Cover, Cycle
Fractal Cannon	30	40	80	2 +1 max 10	Fractal Lock
Frag Borer	20	30	60	3 +1 max 10	Fractal Lock
Disruptor Bomber	10-30	60	120	1	OH, Blast D5, No Crew, Limited Ammo, No Cover, Disruptor
Disruptor Cannon	20	30	None	1	Blast D4, No Cover, Disruptor

HEAVY WEAPONS

Type of weapon	Range			Strike Value	Special Rules
	Effective	Long	Extreme		
Mag Heavy Support	30	50	100	3	RF5
Heavy Mag Cannon	50	100	250	6	Massive Damage
Plasma Bombard	50	100	200	7	Plasma Fade
Compression Bombard	10-50	100	150	9/7/5	Compressor, No Cover, Cycle
Fractal Bombard	50	100	200	3 +2 max 10	Fractal Lock
Heavy Frag Borer	20	30	60	6+1 max 10	Fractal Lock
X-Howitzer	10-50	100	250	2	OH, Blast D10, No Cover
Mag Mortar	10-30	40	50	3	OHx2, Blast D10, No Cover
Heavy Disruptor Bomber	10-30	60	120	2	OHx2, Blast D10, Limited Ammo, No Cover, Disruptor

GRENADES

Type of weapon	Range			Strike Value	Special Rules
	Effective	Long	Extreme		
Plasma Grenades	5	None	None	1	—
Solar Charges	5	None	None	1	Blast D3, Hazardous H2H
Implosion Grenades	5	None	None	2	Hazardous H2H
Disruptor Dischargers	Point blank shooting Only			2	Blast D4, No Cover

None know what lies beyond the gates of Antares.
Past, present and future. The beginning of all things.
The end of everything.

ARMOUR OF ANTAREAN SPACE

This section provides descriptions, stats and rules for the different kinds of personal armour to be found in the Antarean game. Although much technology is common across all of our forces there are important exceptions, and we shall be exploring the basis behind the different kinds of armour and how this impacts upon the tactical preferences of our armies.

Most troops wear some kind of combat suit or armour that serves multiple functions in addition to protecting a trooper from physical harm. One of the most important of these is to act as the prime interface between the wearer and the unit's combat shard. The combat shard functions as a kind of synthetic group consciousness across the entire unit. A trooper's combat suit monitors physical functions and gathers and assimilates information via the suit's many receptors. Each combat shard communicates with the shards of other units, forming a directive intrasphere that coordinates forces in combat and which ultimately forms part of local IMTel.

Armoured suits offer a degree of physical protection as well as isolation from hostile environments. However, the most significant protection takes the form of energy shielding projected around the suit, effectively enclosing the wearer in a protective bubble. The basis behind all of these armours lies in applied massed-light technology or hyperlight. It exploits the relationship between mass and light, balancing a complex interaction to create different kinds of armour shielding. These different kinds of protection include the common reflex type armour, C3 hyperlight armour and Isorian phase armour.

ARMOUR AND STATS

If infantry, mounted, weapon team or equivalent command units wear armour they receive a bonus to their resist (Res) value as described in this section. If troops wear armour as a standard part of their equipment this is shown on their statline by adding a second number in brackets after the stat. For example, a typical human with reflex armour would be 5(6). In this case the 6 just indicates the +1 armour bonus normally added for reflex armour.

The armour bonus for armours varies depending upon circumstances as explained below. The bonus number shown in brackets is always based on the value the armour has when the model is hit by shooting at ranges greater than 10" and by weapons that don't otherwise affect armour in any unusual way. This is the 'default' bonus and the value that will be used most often. So, for example, Hyperlight HL type armour is shown with a +2 bonus (i.e. 5(7)) even though the bonus is reduced to +1 at ranges of 10" or less and increased to +3 against blast type weapons.

Drones, probes, vehicles and humungous beasts are given a single composite stat that reflects whatever mix of armours they have. This does not vary in different situations and the rules given here do not apply to them. See the sections on Equipment and Vehicles for more about these.

Beast units could in theory be given armour in the same way as infantry, although there are no instances within our armies at the time of writing.

BOOSTER DRONES

Booster Drones are a kind of buddy drone that acts as a local hyperlight mass-sink, allowing hyperlight armours to activate at higher energy levels without crushing their users to pulp.

If an infantry, weapon team or equivalent command unit has a booster drone then it adds a further +1 to the armour bonus from reflex, hyperlight, and phase armour.

Other kinds of unit can't benefit from this bonus because they already make use of boosted field strengths where possible or they are machines that use kinetic type shields. Units mounted on machines that incorporate HL boosters cannot benefit further because their armour strength is already boosted. See page 110 for more about Booster Drones and other kinds of buddy drones.

GHAR BATTLE ARMOUR

Ghar battle armour is unique to that degenerate race and in many respects scarcely armour at all. The occupant is curled up inside and attached to the machine's interface by neural implants driven into the spines of Ghar infants shortly after birth. It is a brutal and primitive technology but effective.

The machine is crude and mechanical. Metal articulates against metal and is actuated by hydraulic cables and high-tension power lines fed by a ramshackle and extremely vulnerable plasma reactor.

The armour, its reactor and weaponry are built into what is effectively a self-contained fighting machine more like a micro-vehicle than a regular suit of armour. The heavy armour's thick multi-layered metal shell provides excellent protection. A magnetic resonance shield enhances this to a considerable extent. This is a crude type of magnetic armour field that hugely strengthens metals but also loads them with massive inertia, which in turn makes Ghar battle armours both power hungry and clumsy.

The following rules apply to Ghar battle armour. The very high armour bonus reflects the thickness and density of material combined with magnetic armour fields, whilst the scramble proof nature of the armour is a factor of the primitive technology used.

- A Ghar trooper in battle armour has a resist value of 12. Note that this is not an armour bonus as such but a value that reflects the overall protection of the armoured shell in a comparable way to a vehicle stat.
- Ghar battle armour is scramble proof. Ghar armour is so primitive it cannot be affected by scramble shots. See the special rule 'scramble proof' (page 137).
- Ghar troopers in battle armour are **large**. This is partly a consequence of their sheer bulk, but they are also clumsy machines and unable to move quickly or nimbly.
- Plasma Reactor. All Ghar machines equipped with plasma reactors have the **plasma reactor** special rule. Models equipped with plasma reactors risk exploding and causing a chain reaction when hit! See page 136.

REFLEX ARMOUR

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

Reflex armour can be extended by means of **Hyperlight Boosters** mounted into suspended personal transports, such as Concord Interceptor bikes. Reflex armour can also be extended by means of a carrier medium in the form of **Impact Cloaks**. These take the form of robes, cloaks or coats that carry the armour field. They are only useful in hand-to-hand fighting where their properties enable them to be used as physical shielding.

The following rules apply to troops equipped with reflex armour.

- Troops equipped with reflex armour shields add **+1** to their resist (Res) value.
- Troops equipped with impact cloaks in addition to reflex armour add **+2** to their resist (Res) value in hand-to-hand fighting rather than +1.
- Mounted troops whose bikes are equipped with reflex armour and HL Boosters add **+2** to their resist (Res) value.

ISORIAN PHASESHIFT SHIELD

The phaseshift shield is an application of the Isorian phase technology to vehicles and other machines. It is not personal armour and forms part of a vehicle's equipment. As such it is described under Equipment on page 122.

HYPERLIGHT ARMOUR SHIELDS

Concord hyperlight or HL armour combines a light density armour hyperlight field with variable high density field projection. A Concord unit's combat shard recognises the energy signature of incoming attacks and projects a focused counter against it. The more distant or slower the attack, the more effectively the unit's shard is able to identify the danger and nullify it. By limiting the defence in area the inherent problems of sink-mass dispersal are largely avoided. Because of the way hyperlight armour works it is more effective

against slow moving threats and from distant threats. It is less effective against immediate and close attacks.

The following rules apply to troops equipped with hyperlight armour.

- At ranges of 10" or less hyperlight armour adds **+1** to the target's resist (Res) value. This includes all point blank shooting during assaults and all hand-to-hand fighting, apart from **blast** hits as noted below.
- At ranges of greater than 10" hyperlight armour adds **+2** to the target's resist (Res) value, except from **blast** hits as noted below.
- Against any hit from a **blast** – regardless of range – hyperlight armour adds **+3** to the target's resist (Res) value.
- Mounted troops whose bikes are equipped with hyperlight armour and HL Boosters add a **further +1** their resist (Res) value, i.e. at ranges of 10" or less they have a Res of +2, at greater than 10" they have a Res of +3, and against blast hits they have a Res of +4.

ISORIAN PHASE-ARMOUR

Isorian phase armour combines a hyperlight field with Isorian phase shifting technology. This desynchronises the wearer's position in real-space isolating the target from harm, but must then resynchronise for the wearer to interact with the environment. In practice, the phase field is in constant flux, and to be most effective the wearer must expand the time phased out, reducing the overall amount of active time. This technology is unique to the Isorians – but captured or traded armours are highly prized throughout Antarean space and inevitably find their way into the hands of Freeborn merchants.

- At ranges of 10" or less phase armour adds **+1** to the target's resist (Res) value. This includes all point blank firing during assaults and all hand-to-hand fighting.
- At ranges of greater than 10" phase armour adds **+2** to the target's resist (Res) value.
- A unit equipped with phase armour can make a **down reaction** even if it already has an order dice – i.e. the unit can go down when shot at regardless of whether it is currently making an action or not. This is the player's choice in the same way as any other down reaction. If the unit has an order dice already flip this over to down. If the unit has no order this turn (or if it is a MOD unit with dice remaining) take an order dice from the dice bag and give the unit a down order.



VEHICLES OF ANTAREAN SPACE

This section provides descriptions, stats and rules for the different kinds of vehicles in the game, including solo transporters such as bikes, which are otherwise defined as mounts in the game rules. The majority of vehicles used by the advanced civilisations of Antarean space share the same technology and have similar capabilities. The nature of the IMTel and active commerce means that innovations spread rapidly and even the most diverse cultures have much in common. The exceptions therefore stand out as particularly unusual, including such primitive war machines as those of the Ghar.

VEHICLE TECHNOLOGY

Although we will resort to the term vehicle to describe these machines it would be equally appropriate to think of most so-called vehicles as self-aware, intelligent and highly capable drones. Some, such as the Concord C3M4 Combat Drone are completely autonomous thinking machines that have no need of crews at all. Such machines are less vulnerable than humans in many respects, but may have specific weaknesses in some situations. Other kinds of machines combine machine intelligence with a human crew. In these cases crews are not

necessary for the machine to operate, but they form a part of a human-machine combat shard and under normal situations the crew and vehicle function together. Algoryn vehicles usually combine machine and crew in this way. This is in large part because their eternal enemy the Ghar make use of weaponry that is especially effective against nano-dependant drones. Even small vehicles such as bikes have limited autonomy, certainly sufficient to carry an injured rider out of combat or to undertake tasks when instructed.

The vast majority of Antarean vehicles utilise advanced structural suspensor technology rather than crude mechanics. This means that where they have moving parts these are held within and motivated by a suspensor field rather than connected and activated by mechanical components. Such technology relies upon a nano-envelope that encompasses the entire machine. This envelope forms part of the vehicle's machine mind as well as a means of monitoring its functioning and transmitting energy to where it is required. Suspensor technology of this kind underpins practically every aspect of Antarean material culture, from the smallest drone to the largest spacecraft.



Thanks to their integral suspensors the vast majority of vehicles float or hover above the ground surface at about man height or slightly lower where the terrain is suitable. Although all are capable of rising higher than this, only smaller vehicles such as bikes can do so rapidly. Suspensors also provide the basis for low speed propulsion and manoeuvre, although machines designed to operate at high speed or accelerate quickly also employ reaction thrusters of various kinds.

A vehicle's nano-envelope also provides the basis for its integral armour shielding, usually a mix of kinetic shielding over its outermost plates and fixed emission hyperlight shields. Bikes with human riders and other small vehicles are usually protected by hyperlight type shielding. Additional physical protection is afforded by a vehicle's exterior shell with its intelligent composite nano-core, but this is of little value against the powerful weapons of Antarean space.

MOUNTED UNITS

Many mounted units ride some kind of personal transport, such as a Concord Interceptor bike. Generally speaking, units of mounted troops remain mounted for the duration of the game, but there may be occasions when players wish to dismount or remount units for some reason. For example, in some scenarios only infantry units can claim certain objectives, in which case a mounted unit might wish to dismount to do so.

When a unit dismounts it loses the benefit of any equipment or special rules associated with its mount. This includes the hyperlight boosters that are built into most bike mounts, reducing the unit's armour bonus by 1. In the case of Ghar Scutters any rider foolish enough to abandon his mount has the same stats as an outcast leader.

Unless a unit includes a compactor drone, a unit must be given a successful **fire** order to mount or dismount, but may not actually fire when it does so. In effect, it gives up shooting to either mount or dismount.

If a unit dismounts remove it and replace the models with an appropriate number of infantry models of equivalent type. The unit is an infantry unit until it remounts.

We won't worry about representing the separate mounts whilst riders act as infantry. Antarean vehicles are sufficiently intelligent to be able to keep pace with their riders and keep out of the way of enemy or other threats. In any case, they take no part in the battle until their riders remount. We shall assume the mounts keep sufficiently close to their riders to enable them to remount as described when the need arises.

Units that include compactor drones can mount and remount as part of any action, including a down action, or reaction. See Compactor Drones on page 112.

TRANSPORTS

Some vehicles can carry units of troops up to the number of models shown by its transport limit in the special rules section of its stats. For example, Transport 10 means a vehicle can carry up to 10 normal human sized models. A vehicle can carry more than one unit, up to its transport limit in total, but a unit of troops cannot be divided between different vehicle units.

The recruits filed silently into the induction room and took their places along the rows of white synthene benches. Daris watched them with apparent disinterest. It was just another day and another cohort for the ranks of the Concord Combined Command. The room was shielded against the planet's connective nanosphere, isolated from the world outside by a barrier of pure-energy. As the recruits sat down Daris noticed how their expressions changed from vacant acceptance to something like curiosity. For many of them, it would be the first time they had ever been severed from the planet's IMTel: the all-pervading intelligence that had directed every aspect of their lives up to this moment.

Daris knew that the recruits were in for a shock. He also knew that they did not yet know what a shock was. They had simply been summoned. When you were summoned you went. No citizen of the Concord doubted that their life would unfold beneath the protective wing of the IMTel. All knew that the IMTel would serve their best interests and ensure their safekeeping. No one doubted and no one questioned. It wasn't necessary to think for oneself like some simple-minded savage. Anyway, who would even know how? Something like a smile touched Daris' lips as it always did at such moments.

When it comes to equipment all buddy drones are ignored as part of the transport limit – they travel for free! Support weapons and separately based items of equipment count as one model, for example a vorpal charge counts as one model.

EMBARKATION

A unit of infantry, command or weapon team can embark into a vehicle capable of carrying them. The unit must make a **run** action, all models must get within 1" of the vehicle, and at least one model from the unit must be able to reach a door or hatchway to gain entry. So long as at least one model can reach a door or hatchway and the whole unit can get within 1" of the vehicle we assume the entire unit can clamber on board. Note that this is exactly the same criteria as for units moving into buildings, so should not be too difficult to remember.

A vehicle cannot embark troops and make a run or advance action during the same turn. If a vehicle has already made an advance or run action that turn it cannot embark troops. If a vehicle has already embarked troops that turn it cannot subsequently make an advance or run action. In other words the vehicle has to be stationary that turn to embark troops.

DISSEMBARKATION

A unit can disembark from a vehicle by making a **run** or **advance** action measuring the move from any doors or hatchways on the vehicle model. The entire unit must disembark at the same time. Note that once again this is the same as for moving from buildings.

A vehicle cannot disembark troops and make a run action during the same turn. If a vehicle has already made a run

action that turn it cannot disembark troops. If a vehicle has already disembarked troops that turn it cannot subsequently make a run action. In other words the vehicle cannot make a run action and disembark troops in the same turn. However, note that a vehicle can move by making an advance action in the same turn that troops are disembarked.

TRANSPORTED UNITS

Units that are being transported in vehicles can make no action other than rally whilst they remain inside the vehicle. Their order dice is still included in the dice bag, but they can only be issued a rally order and otherwise will take no action when a dice is allocated to them.

DESTRUCTION OF TRANSPORTS

If a transport model is destroyed then each transported model within must take a resist (Res) test. If this is failed the model falls casualty in the same way as if the model had been shot or killed in hand-to-hand fighting.

When testing Res because a unit's transport has been destroyed Res is counted as its full characteristic value with any armour bonus values applying as if the unit were fighting hand-to-hand during an assault. For example, HL armour counts +1 bonus. The unit takes 1 pin for each casualty suffered. Re-rolls apply where they otherwise would for models fighting hand-to-hand. Survivors disembark immediately, are allowed to make a basic move, and then the unit goes down. Place a down order dice by the unit or orient their dice to down if they already have an order.

UNITS OF MULTIPLE VEHICLES

A vehicle unit is usually one vehicle model, possibly with buddy drones. There are exceptions where vehicles are accompanied by other models, notably the Ghar Bombardment Crawler with Scutters. The Crawler is a vehicle whilst the Scutters are mounts. The following rules apply to units that comprise more than one vehicle or a mix of vehicles and other kinds of units.

FORMATION

Where a unit includes more than one vehicle or a mix of vehicles and other types, a vehicle only has to be within 3" of another model to stay within formation. This is because vehicle models are likely to be bulky, and trying to keep models within 1" is awkward and ugly.

DISTRIBUTION OF SHOTS AND ATTACKS

When an enemy shoots at a unit of two or more vehicles, shooting can be directed against individual vehicle models as the shooter wishes. Nominate which models are firing at which individual targets before rolling to hit.

When an enemy shoots at a unit that comprises a vehicle and other types of model, shooting can be directed against the vehicle or against other types. Hits scored upon other types are always allocated amongst them as evenly as possible in the usual way.

In hand-to-hand fighting the enemy player can make attacks against specific vehicles or divide them between vehicles and other types in the same way as described above for shooting.

Note that it doesn't matter whether hand-to-hand opponents are literally touching an individual model in the unit, so long as the unit is engaged in hand-to-hand fighting enemy can target any specific vehicles in the unit if they wish to do so.

BREAK TESTS

If a unit comprises one or more vehicles plus non-vehicle models it is treated as a vehicle unit in respect of break tests. If all the vehicles in the unit should be destroyed leaving only non-vehicles, the unit is treated as whatever type of models are left.

For example, if a Ghar Bombardment Crawler is accompanied by Scutters, which are mounts, the unit takes break tests as a vehicle unit. If the Bombardment Crawler were to be destroyed leaving only the Scutters the unit would be treated as a mounted unit.

ALGORYN VEHICLES

The Algoryn face numerous threats including those posed by neighbouring Concord and Isorian worlds. Although these two mighty civilisations represent the greatest potential danger, so far at least they have remained largely indifferent to the existence of the Algoryn. Such encounters as have taken place have occurred on neutral worlds and involved only relatively small forces.

The Algoryn remain ever vigilant to the danger but a far more immediate threat comes from the Ghar empire. The Algoryn have waged constant warfare against this savage and implacable enemy for centuries, and many of their military institutions have developed in the light of these fierce battles.

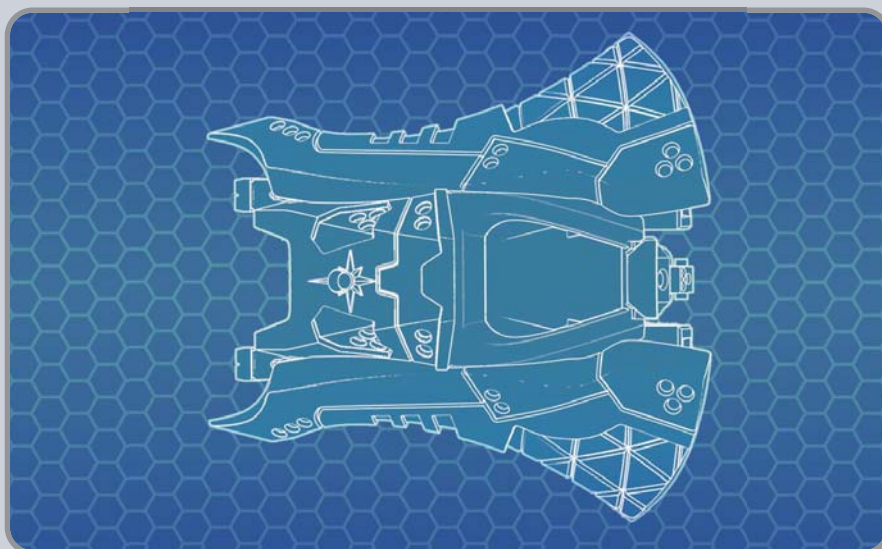
Faced by the possibility of fighting technically more advanced civilisations capable of subverting their weaker

nanosphere, the Algoryn have developed drone and vehicle technology whose higher cognitive functions can be easily substituted for human crews and controllers. Although this places them at a disadvantage in some situations, it enables them to operate at a higher technical level than might otherwise be possible.

Sophisticated nano-based technologies are extremely susceptible to the crude quantum gravity disruptor weaponry employed so enthusiastically by the Ghar, so the Algoryn have come to rely upon the human element to a greater extent than many other Antarean civilisations. As a result the Algoryn have become a highly militarised society, in which civil and military functions are largely indistinguishable, and all capable of doing so serve in some military capacity.

ALGORYN INTRUDER SCOUT SKIMMER

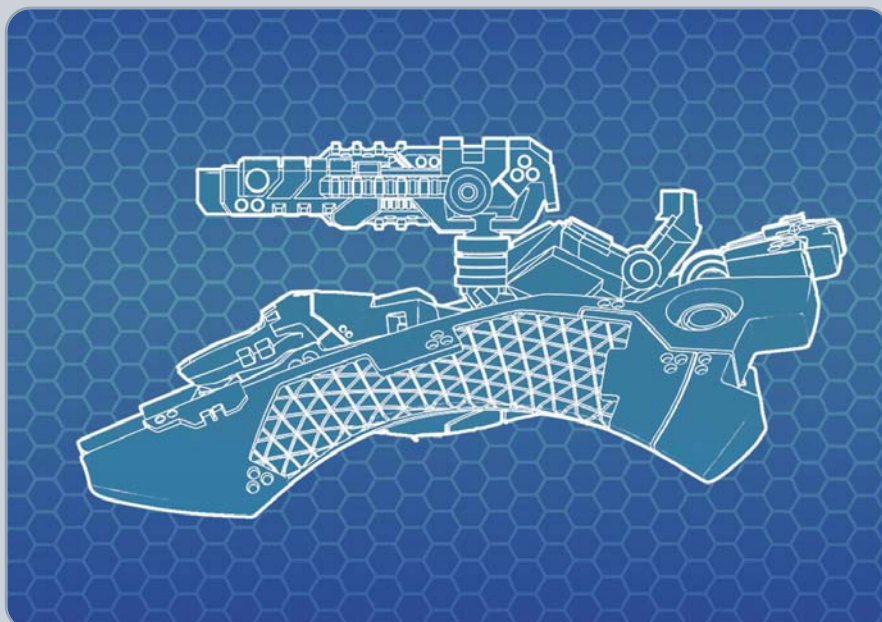
The Intruder type skimmer is a lightly built and armed machine designed to carry a rider. It is employed for scouting and reconnaissance operations and sometimes for raiding, in which capacity its turn of speed and high degree of manoeuvrability make it ideal. Intruder squads can also carry compactor drones enabling them to tow support weapons into advanced positions and crew them. The intruder is buoyed upon suspensors that carry it easily over most ground surfaces and employs pulse thrusters to attain high speeds and rapid acceleration.



Vehicle	Ag	Acc	Str	Res	Init	Co	Special
Intruder Scout Skimmer with Rider	5	5	5	6(8)	7	8	Fast, Large
Vehicle Type: Solo Transporter Bike							
Propulsion: Suspensored vehicle with pulse thrusters							
Armament: Twin Mag Repeater							
Protection: Composite skin + reflex type armour with internal hyperlight booster creating high-energy hyperlight envelope for rider and machine.							
Special Rules: Mounted unit. Fast. Large.							

ALGORYN AVENGER ATTACK SKIMMER

The Avenger type skimmer is a lightly built two man fighting machine designed for raids and support missions. It is modestly armed and armoured compared to larger fighting machines but is ideally designed as a strike weapon relying upon its speed to launch its attack and evade enemy retaliation. It is sometimes used in company with Intruder skimmers as part of a long-range raider force, providing some additional firepower where needed. Like the smaller and lighter Intruder it is buoyed upon suspensors that carry it easily over most ground surfaces and employs pulse thrusters for sustained forward momentum.

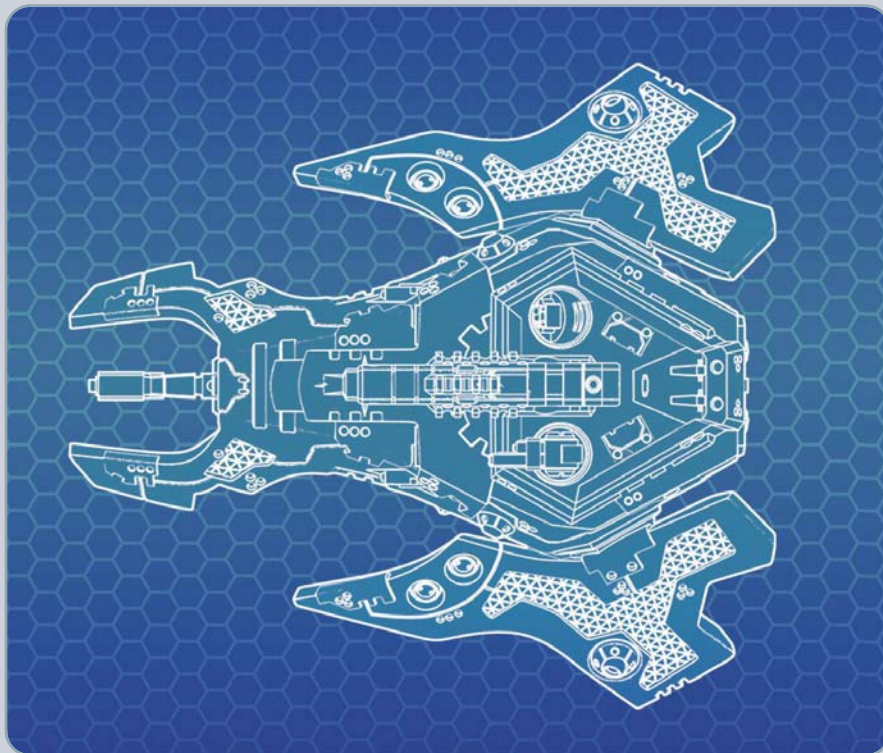


Vehicle	Ag	Acc	Str	Res	Init	Co	Special
Avenger Attack Skimmer	5	5	5	11	7	8	MOD2, Large
Vehicle Type: Attack Skimmer							
Propulsion: Suspensored vehicle with pulse thrusters							
Armament: Mag Light Support or Mag Cannon standard, can carry Twin Mag Light Support for extra firepower.							
Protection: Composite skin + reflex type armour creating hyperlight envelope for machine and crew. Optional hyperlight booster in some models.							
Special Rules: Vehicle, MOD2, Large.							

ALGORYN LIBERATOR COMBAT SKIMMER

The Liberator is the standard combat skimmer to be found in the arsenal of the Algoryn Armoured Infantry forces. It has undergone numerous design improvements over many decades of service and has evolved into an efficient, effective and extremely reliable machine.

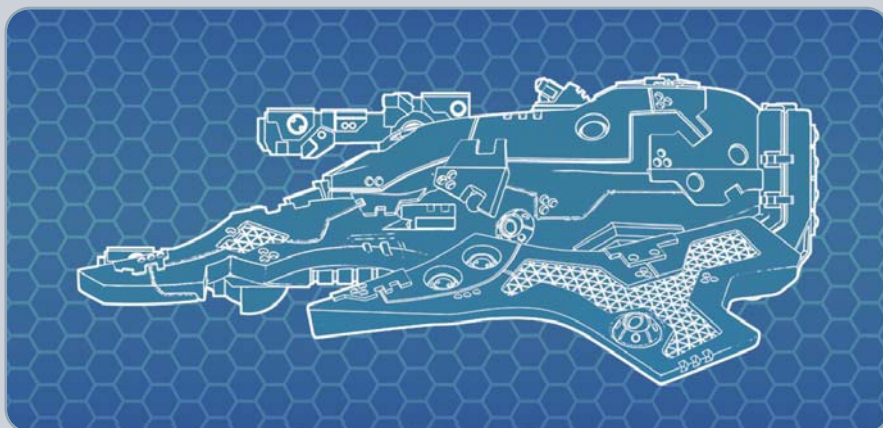
It has a fully enclosed composite skin and crew positions for up to three operators who can control the Liberator at three levels: monitor level at which the machine operates itself, shard level at which the crew and machine operate as a single mental entity, and manual level in which the skimmer's high functions are disabled leaving the crew in control. Although the Liberator can be controlled from any of its crew positions, if all crew should be incapacitated it can fight on as a drone. If its combat shard should be compromised it will take whatever measures are required to protect its crew.



Vehicle	Ag	Acc	Str	Res	Init	Co	Special
Liberator Combat Skimmer	5	6	1	13	8	8	MOD2, Large
Vehicle Type: Combat Skimmer							
Propulsion: Suspended vehicle with pulse thrusters							
Armament: Two weapon points capable of carrying a variety of support armaments. Mag light support and mag cannon: X01 Hi-Mag Mk IV.							
Protection: Composite skin + fixed emission hyperlight envelope with individual hyperlight cells for crew. Optional separate batter and/or shield drones.							
Special Rules: Vehicle, MOD2, Large, Self-Repair (optional)							

ALGORYN DEFIANT TRANSPORTER SKIMMER

The Defiant is a variant of the Liberator modified to serve as a universal transport vehicle. It is the ultimate workhorse of the Algoryn forces, capable of shifting men or equipment rapidly over long distances. One crew position is sacrificed to create internal space. On operations it is common for Defiants to carry only a single crewmember. Its internal space can easily carry up to ten troops together with their equipment.

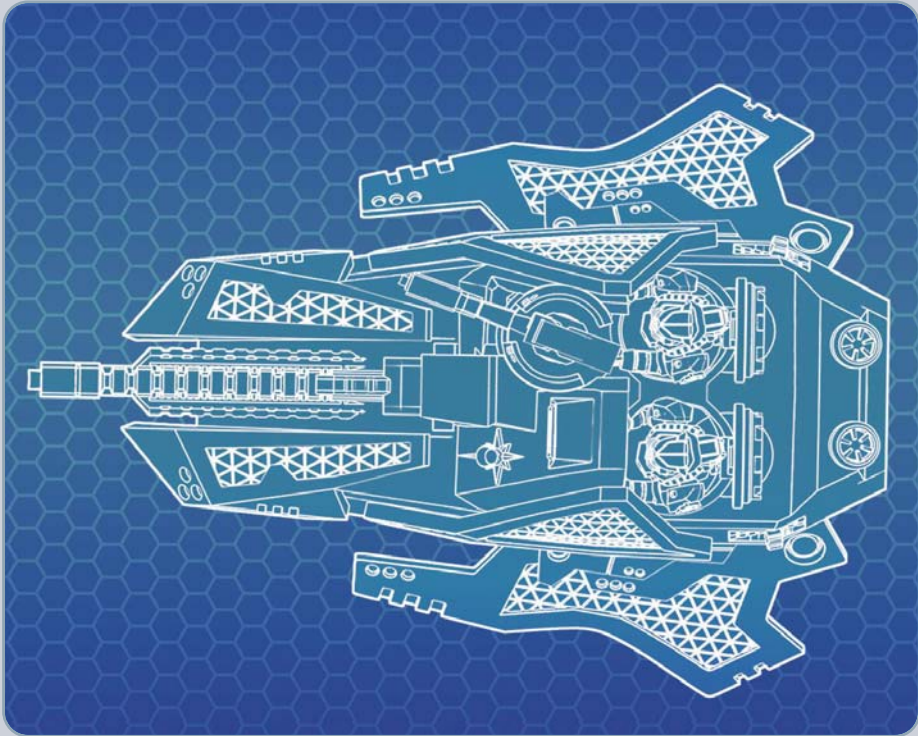


Vehicle	Ag	Acc	Str	Res	Init	Co	Special
Defiant Transporter Skimmer	5	6	1	13	8	8	MOD2, Transporter 10, Large
Vehicle Type: Transport Skimmer							
Propulsion: Suspended vehicle with pulse thrusters							
Armament: Mag light support standard.							
Protection: Composite skin + fixed emission hyperlight envelope with individual hyperlight cells for crew. Optional separate batter and/or shield drones.							
Special Rules: Vehicle, Transport 10, MOD2, Large, Self-Repair (optional)							

ALGORYN BASTION
HEAVY COMBAT SKIMMER

The Bastion is the standard heavy suspensor platform used by the Algoryn to mount a variety of heavy weapons. Bigger, heavier and more heavily protected than lighter combat skimmers, it combines fixed hyperlight defences with patches of kinetic shielding. Crew are confined to stations protected by individual hyperlight cells enclosing reinforced composite shells.

The crew can operate at three levels, giving the Bastion the capacity to overcome nano-targetting weaponry to some extent. With its extra armour and heavy weaponry the Bastion is a sedate machine suitable only for specific duties. It is used as a mobile mount for heavy weapons, in which capacity it often operates from static positions at some distance from the target. It is also used as a heavy breakthrough weapon, smashing through enemy lines and opening a way for faster, more lightly armed forces.



Vehicle	Ag	Acc	Str	Res	Init	Co	Special
Bastion Heavy Combat Skimmer	5	6	1	15	8	8	MOD3, Slow, Large
Vehicle Type: Heavy Combat Skimmer							
Propulsion: Suspensored vehicle with pulse thrusters							
Armament: Heavy weapon point capable of carrying a variety of heavy weapons plus Mag Light Support for self-defence.							
Protection: Composite skin + fixed emission hyperlight envelope and patch kinetic shielding with individual hyperlight cells for crew. Optional separate batter and/or shield drones.							
Special Rules: Vehicle, MOD3, Large, Slow, Self-Repair (optional)							



CONCORD VEHICLES

The Concord is vast and its worlds diverse but its military elements are remarkably homogenous. There is necessarily some variation of design depending upon environmental conditions.

The IMTel itself will recognise and arrange whatever work needs to be done. In those rare cases where troops encounter new or unusual enemies or situations the IMTel will produce experimental modifications, gathering data from active combat shards to refine its catalogue of variants.

Most larger vehicles in service with the Concord Combined Command are crewless drones that lack the capacity to carry human crew. This means they can be protected by the most powerful kinds of kinetic shields.

Lacking crew they are more vulnerable to nano-based attacks, but as the Concord usually has the dominate edge in such things this is less important. Concord society is loathe to risk human life, and this is reflected in the large number of drones of all kinds in the Concord Combined Command.

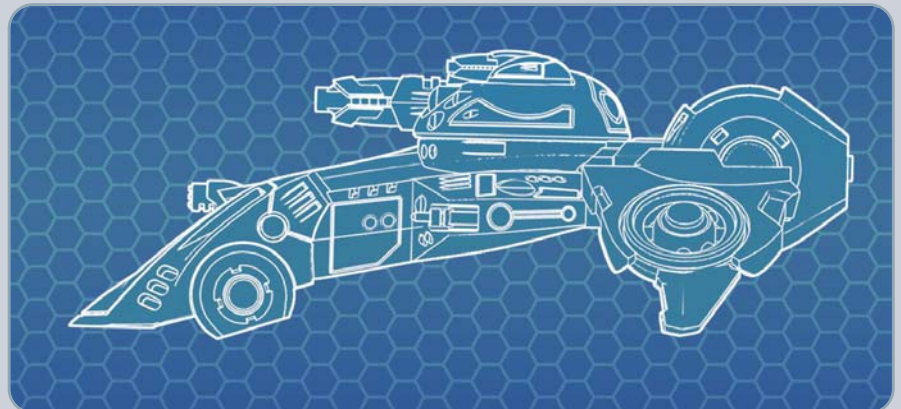
ST500 INTERCEPTOR BIKE

The ST500 Interceptor bike is a fully sentient drone vehicle that forms a combined combat shard together with its rider and the other members of its squad. Interceptors excel at hit and run tactics and can strike and move away at speed before the enemy are ready to reply. They can also be used to carry compacted support weapons and provide the crew for advance forces, often arriving first and occupying a position ahead of the enemy. They are buoyed upon powerful suspensors that also provide their motive power at lower speeds, whilst reaction thrusters give them extra forward momentum at speed.

Vehicle	Ag	Acc	Str	Res	Init	Co	Special
ST500 Interceptor Bike & rider	5	5	5	5(8)	7	8	Fast, Large
Vehicle Type: Solo Transporter Bike							
Propulsion: Suspensored vehicle with reaction thrusters							
Armament: Twin Plasma Carbine standard							
Protection: Composite skin + reflex type armour with internal hyperlight booster creating ultra-high energy hyperlight envelope for rider and machine.							
Special Rules: Mounted unit. Fast. Large.							

C3M4 COMBAT DRONE

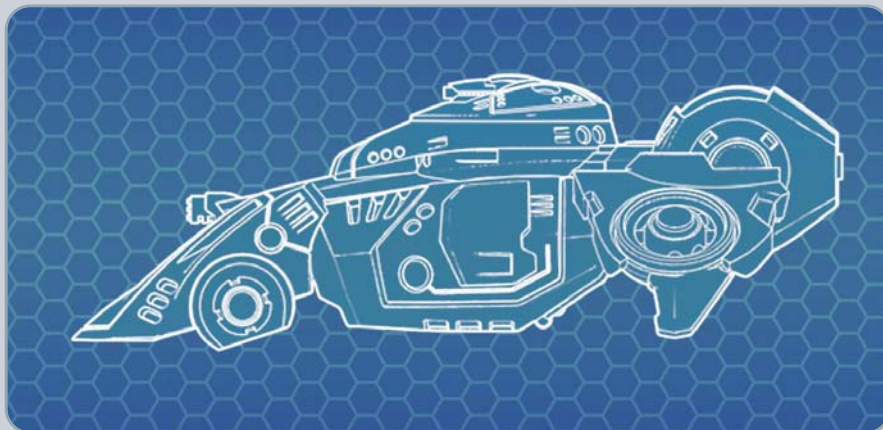
The M4 series Combat Drone is the standard template designed fighting drone in the Concord Combined Command. It has neither crew nor any capacity to carry them, forming a distinct machine shard together with its buddy drones. Powerful kinetic shields protect the drone all round. Powerful reactive generators adjust shield strength as required, making the drone capable of resisting most attacks. M4 series drones carry various support weapons but are usually armed with a plasma cannon and plasma light support for dealing with enemy troops and lightly armoured vehicles. They are carried upon powerful suspensors, which also provide manoeuvring capability and low speed propulsion. Reaction thrusters augmented by suspensors are used to attain higher speeds.



Vehicle	Ag	Acc	Str	Res	Init	Co	Special
M4 series Combat Drone	5	6	1	13	8	8	MOD2, Large
Vehicle Type: Combat Drone							
Propulsion: Suspensored vehicle with reaction thrusters							
Armament: One Plasma Cannon and one Plasma Light Support standard (M400 template).							
Protection: Composite skin + reactive kinetic shields. Optional separate batter and/or shield drones.							
Special Rules: Vehicle, MOD2, Large, Self-Repair (optional)							

C3T7 TRANSPORTER DRONE

The T7 series Transporter Drone is a variant of the M4 series Combat Drone and shares most of its characteristics along with its general appearance. It is armed with a plasma light support which also enables it to operate as a lightly armed combat drone, making it something of a universal fighting machine. Its wide opening side doors give access to a cavernous interior. As it is designed to carry humans in safety its armour is a mix of kinetic shields and fixed emission hyperlight type armour combined with a composite armoured transport shell.

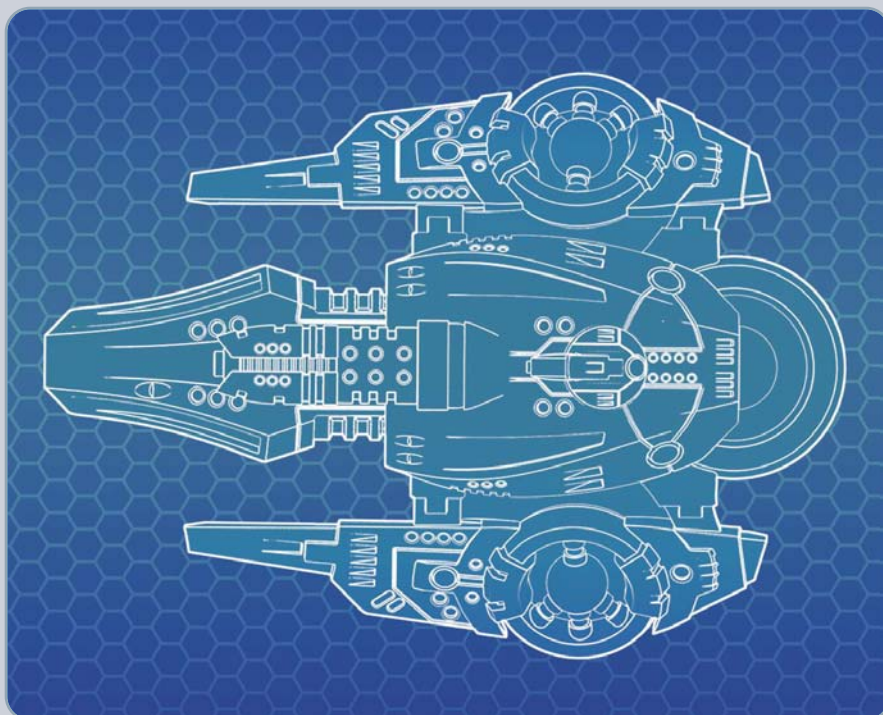


Vehicle	Ag	Acc	Str	Res	Init	Co	Special
T7 series Transporter Drone	5	6	1	13	8	8	MOD2, Transporter 10, Large
Vehicle Type: Transporter Drone							
Propulsion: Suspensored vehicle with reaction thrusters							
Armament: Plasma Light Support standard.							
Protection: Composite skin + reactive kinetic shields and composite transport shell + fixed emission hyperlight armour. Optional separate batter and/or shield drones.							
Special Rules: Vehicle, Transport 10, MOD2, Large, Self-Repair (optional)							

C3M25 HEAVY COMBAT DRONE

The M25 series provides the basis for the ultimate fighting machines available to the armed forces of the Concord Combined Command. These are extremely heavily armed and armoured drones and their role is simply to overcome the enemy with sheer firepower. They are used to spearhead major offensives or assault massive defences and what they certainly lack in speed and manoeuvrability they more than make up for in terms of armament and ability to withstand retaliatory fire.

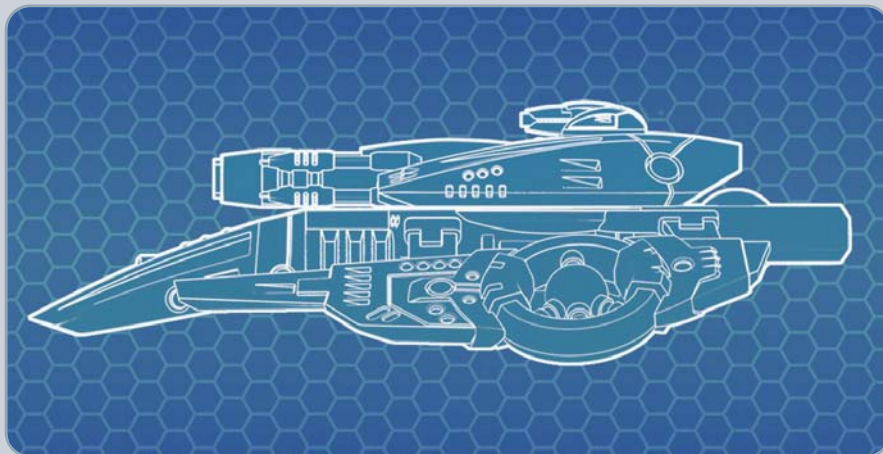
There are a number of variants of which the M250 armed with a plasma bombard is most commonly used as a heavy break-through vehicle, whilst other variants armed with compression weapons are used to reduce enemy fortifications. They follow the normal layout of suspensor propulsion and armour configuration though on a massive scale.



Vehicle	Ag	Acc	Str	Res	Init	Co	Special
M25 series Heavy Combat Drone	5	6	1	15	8	8	MOD3, Slow, Large
Vehicle Type: Heavy Combat Drone							
Propulsion: Suspensored vehicle with reaction thrusters							
Armament: Plasma Bombard with Plasma Light Support for self defence (M250 template).							
Protection: Composite skin + reactive kinetic shields. Optional separate batter and/or shield drones.							
Special Rules: Vehicle, MOD3, Large, Self-Repair (optional)							

C3M50 HEAVY SIEGE DRONE

The M50 heavy support series is a variant of the M25, which it closely resembles differing chiefly in its specialist weapon fit. It is designed to carry a heavy X-howitzer or Mag Mortar together with a quantity of ammunition. Its primary function is as a siege and bombardment weapon, hence it is also known as a heavy siege drone. Under ideal circumstances the M50 shouldn't come too close to the enemy, but nonetheless it is equipped with a plasma light support weapon for self defence. Variants are armed with fractal weapons.



Vehicle	Ag	Acc	Str	Res	Init	Co	Special
M50 series Heavy Siege Drone	5	6	1	15	8	8	MOD3, Slow, Large

Vehicle Type: Heavy Siege Drone
Propulsion: Suspended vehicle with reaction thrusters
Armament: X-Howitzer with Plasma Light Support for self defence (M501 template).
Protection: Composite skin + reactive kinetic shields. Optional separate batter and/or shield drones.
Special Rules: Vehicle, MOD3, Large, Self-Repair (optional)



Freeborn Domari and Mhagris hunker down to face Ghar assault.

BOROMITE VEHICLES

Boromites make use of whatever kinds of vehicle are available to wherever they are. As strangers within the societies they inhabit they are suspicious of sophisticated IMTel sharded vehicles, preferring machines to know their place!

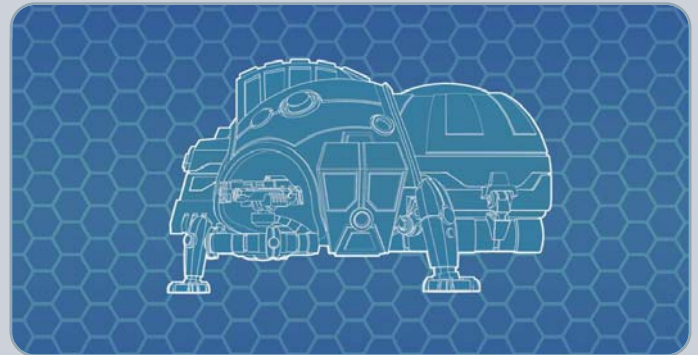
Boromites favour machines they build themselves with a relatively low level of machine intelligence, relying upon crew to direct and control them. Even so, Antarean technology is largely dependant upon structural suspensors forming a nano-envelope, so even Boromite vehicles are largely autonomous even if their sentient capabilities are set fairly low.

HAULER

Haulers are general utility vehicles and whilst they are not produced to a set design or pattern they always have a size and broad appearance that is dictated by practicality. Because they are living and work spaces as well as fighting machines they tend to be relatively bulky. Whatever armaments they have are placed high upon their superstructure for good visibility. Haulers don't always have weapons, but somehow they always seem to acquire them as soon as trouble starts – quite how is a mystery.

A common kind of vehicle is the so-called Hauler – a general type of vehicle combining mobile home, workshop, cargo carrier and fighting machine.

Each Hauler is likely to be built by or for its owner, affording all manner of variation in appearance and capability. However, Boromites are not fools when it comes to technology and are quick to make use of the best components wherever possible. Haulers are invariably fully suspensored vehicles protected by fixed reflex style armour shielding augmented by hyperlight boosters where available.

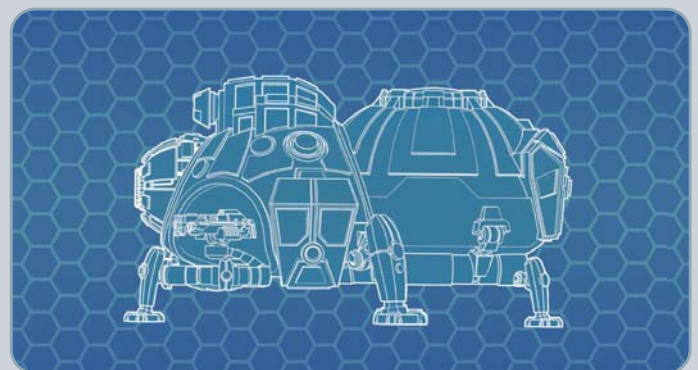


Vehicle	Ag	Acc	Str	Res	Init	Co	Special
Hauler General Utility Vehicle	5	5	1	13	6	9	MOD2, Transporter 10, Large
Vehicle Type: Hauler General Utility Vehicle							
Propulsion: Suspensored vehicle with thrusters of varying types.							
Armament: Two weapon points capable of carrying a variety of support armaments.							
Protection: Composite skin & reflex type armour creating hyperlight envelope. Optional hyperlight booster, batter and shields drones in some models.							
Special Rules: Vehicle, MOD2, Transporter 10, Large, Self-Repair (optional)							

HEAVY HAULER

Heavy Haulers are simply larger versions of standard Haulers, built and maintained by an itinerant Boromite family. They are cumbersome machines and on the whole they are used as cargo carriers for raw materials rather than as general purpose vehicles in the style of smaller Haulers.

However, sometimes they are used as mobile weapon carriers for heavy weaponry, or as armed breakthrough vehicles, where their extra weight and armour make them extremely difficult to counter.



Vehicle	Ag	Acc	Str	Res	Init	Co	Special
Heavy Hauler Heavy Utility Vehicle	5	5	1	15	6	9	MOD3, Transporter 15, Slow. Large
Vehicle Type: Heavy Hauler							
Propulsion: Suspensored vehicle with thrusters of varying types.							
Armament: Heavy weapon mount plus two support weapon mounts typically armed with Mag Light Supports for close defence.							
Protection: Composite skin + reflex type armour creating hyperlight envelope for crew and machine. Optional hyperlight booster in some models. Optional batter and shields drones.							
Special Rules: Vehicle, MOD2, Transporter 15, Large, Self-Repair (optional)							

ISORIAN SENATEX VEHICLES

The Isorian Senatex are as technically advanced as their great rival the Concord. The Isorians have mastered a number of alien derived technologies that remain incompatible with Concord IMTel, most notably the

development of phase shifting armours and defences. The Isori and Concord share the same technology – they are both evolved from the same culture – and when it comes to their armed forces they have comparable capabilities.

MAHRAN VESH MV5 COMBAT DRONE

The Mahran Vesh or MV5 Combat Drone is the Isorian equivalent of the Concord C3/M4 series and it is comparable in size and general capability. It is a fully sentient machine without crew, forming a distinct machine shard together with its accompanying buddy drones. The Mahran Vesh is

protected by a composite shell and reactive kinetic shields that make it capable of surviving most attacks. It can also be fitted with phaseshift shielding – a kind of armour that is unique to the Isorian forces in Antarean space. Standard type suspensors provide motive power with reaction thrusters available for rapid acceleration and sustained speed.

Vehicle	Ag	Acc	Str	Res	Init	Co	Special
Mahran Vesh MV5 series Combat Drone	5	6	1	13	8	8	MOD2, Large
Vehicle Type: Combat Drone Propulsion: Suspensored vehicle with reaction thrusters Armament: Fitted with two hard points for support weapons - Plasma Cannon and Plasma Light Support a common combination (MV5/5A) Protection: Composite skin + reactive kinetic shields. Optional phaseshift capability. Optional separate batter and/or shield drones. Special Rules: Vehicle, MOD2, Large, Self-Repair (optional), Phaseshift (optional)							

KAHLOC KV HEAVY BATTLE DRONE

The Kahloc KV series is a family of large, heavily armoured fighting machines. They carry heavy weaponry from plasma bombards to massive X-Howitzers and Mag Mortars. Kahloc types are used to mount large assaults, both as frontline breakthrough weapons and for long range supporting fire.

They are amongst the most powerful weapons in the Isorian arsenal. Although relatively slow they can move and manoeuvre easily by means of their suspensors together with reaction thrusters for extra forward momentum. Apart from their massive size they share characteristics with the smaller MV series drones.

Vehicle	Ag	Acc	Str	Res	Init	Co	Special
Kahloc KV series Heavy Battle Drone	5	6	1	15	8	8	MOD3, Slow, Large
Vehicle Type: Heavy Battle Drone Propulsion: Suspensored vehicle with reaction thrusters Armament: Plasma Bombard with Plasma Light Support for self defence (KV 1/1A template). Protection: Composite skin + reactive kinetic shields. Optional phaseshift capability. Optional separate batter and/or shield drones. Special Rules: Vehicle, MOD3, Large, Self-Repair (optional), Phaseshift (optional)							

TOGRAH MV2 TRANSPORTER DRONE

The Tograh Transporter Drone is a variant of the Mahran Vesh Combat Drone. It is also a capable machine in its own right and serves as a well-armoured support drone. Its plasma light support weaponry is effective against all but the

most heavily armoured targets. The Tograh can carry up to ten troops together with all of their equipment within a composite armoured shell protected by fixed emission type hyperlight shields. The rest of the drone is protected by kinetic shielding.

Vehicle	Ag	Acc	Str	Res	Init	Co	Special
Tograh MV2 series Transporter Drone	5	6	1	13	8	8	MOD2, Transporter 10, Large
Vehicle Type: Transporter Drone Propulsion: Suspensored vehicle with reaction thrusters Armament: Plasma Light Support standard. Protection: Composite skin + reactive kinetic shields and composite transport shell + fixed emission hyperlight armour. Optional separate batter and/or shield drones. Special Rules: Vehicle, Transport 10, MOD2, Large, Self-Repair (optional), Phaseshift (optional)							

GHAR VEHICLES

The Ghar are a technically backward race whose civilisation – if it could be called such – owes practically nothing to the advanced IMTel based societies around it. Ghar war machines have crude mechanical interfaces, metal moving against metal activated by physical transmission, hydraulics and magnetic couplings. Ghar crew rely upon neural interfaces and spinal plugs as well as crude photoelectric and even mechanical activators. It is a level of barbarism that is commonly found only amongst the most primitive worlds of the Spill. It is only thanks to the narrow focus of Ghar mental capabilities that their race persists in this primitive state. As a result the entire Ghar Empire has largely gone unnoticed by the great IMTel driven civilisations of Antarean space until now. It is only because the Ghar have waged unceasing war upon the Algoryn Prosperate and surrounding Determinate worlds for generations that their savagery has come to the attention of the wider universe.

Where the majority of advanced Antarean civilisations have long since progressed to a post-mechanical age based upon structural suspensor technology, the Ghar have no understanding or liking for such things. Their vehicles take the form of lumbering multi-legged machines powered by plasma

reactors channelling raw plasma via wildly fluctuating magnetic power lines. What protection they have is afforded by thick layers of rigid materials and not even from nano-cored composites standard throughout the rest of Antarean space. This kind of dense armoured shell is heavy and cumbersome but surprisingly effective. The resultant weight of Ghar machines is overcome by the tremendous power generated by their plasma reactors. These reactors also channel energy to the Ghar's extraordinary weaponry. Overall it is a recipe for disaster, although whether for the Ghar or their enemies is anyone's guess.

GHAR SPECIAL RULES

Various special rules apply to Ghar armies on account of their use of plasma reactors and disruptor weapons. Further special rules specific to Ghar are covered in Special Rules for Units, the Weapons section and in the Ghar Army List.

WRECKER

The Wrecker is a small crawler machine designed to recover valuable wreckage from the battlefield. Busy wreckers can be found scurrying about the battlefield salvaging useful pieces of armour, weapons and vehicles and separating them from the sorry remains of their (far less useful) crews.

Although the Wrecker is unarmed it carries a powerful magnetic mandible-style Wreck grabber which it uses to lift and manoeuvre damaged and disabled vehicles. Wreckers usually avoid close combat – or at least their drivers certainly attempt to! However, when cornered a grabber is easily capable of delivering a nasty nip.



Vehicle	Ag	Acc	Str	Res	Init	Co	Special
Wrecker with Grabber	7	–	7	4(10)	7	8	Crawler, Large, Scramble Proof, Plasma Reactor
Vehicle Type: Crawler Propulsion: Mechanically activated crawler legs. Armament: None – equipped with Grabber							
Protection: Multi-layered metallic armour + limited magnetic shielding. Special Rules: Mounted unit, Crawler, Large, Scramble Proof, Plasma Reactor.							

None can now know what the forefathers of the Ghar intended by their creation. The Ghar themselves care nothing for such things. To the Ghar knowledge is only of value if it drives their fighting machines or has some practical purpose in waging war. Those who made them excised everything from their temperament that might hinder them in their task. That task was to fight, to wage war, to conquer.

The Ghar know nothing of art or music, of culture or the common hopes and dreams of humanity. They are without compassion, without mercy, without affection for their fellow kind. Their only passion is to hate humanity with a bitter, irreconcilable and irrational hatred that brooks no respite so long as a single human lives. Their only terror is of failure, to fail in their duties, to fail their masters, and to fail in their great task of eradication. It is this fear that drives them as hard as hate, exulting in their own terror, revelling in their own cruel and insatiable malice.

SCUTTER

Scutters are one-man crawlers designed to carry Disruptor Bomb ammunition for Ghar Heavy Bombardment units. Because these bombs are quite large, Bombardment units can carry only a limited amount of ammunition. Hence they are accompanied by Scutters, which busily feed ammunition into the launcher enabling them to maintain a pace of fire.

Scutters are relatively lightly armoured compared to battle armoured troopers, but they are armed with scourer cannon and can certainly look after themselves.



Vehicle	Ag	Acc	Str	Res	Init	Co	Special
Scutter	3	5	1	4(10)	7	7	Large, Crawler, Bomb Loader, Scramble proof, Plasma Reactor

Vehicle Type: Crawler

Propulsion: Mechanically activated crawler legs.

Armament: Scourer Cannon.

Protection: Multi-layered metallic armour + limited magnetic shielding.

Special Rules: Mounted unit, Crawler, Large, Scramble Proof, Bomb Loader, Plasma Reactor, Plasma Dump (optional), Plasma Amplifier (optional).

GHAR COMMAND CRAWLER

The Command Crawler is a multi-legged vehicle designed to carry a Ghar Commander into battle. Like other Ghar machines it is a primitive affair that is powered by a volatile plasma reactor. The reactor's exposed magnetic feed lines bathe the machine and its occupants in an eerie blue glow – a radiance that the Crawler's crew continue to enjoy for some hours after leaving the vehicle.

The Crawler's primary role is to allow its Commander to direct battlefield operations from behind the safety of the vehicle's heavy armour supplemented by magnetic shielding. However, Ghar communications are primitive and often Commanders find themselves caught up in the fighting, so they have to carry suitable armaments. The Ghar Scourer Cannon is fed from the machine's plasma reactor and is an adaptable and effective weapon, if somewhat hazardous to all and sundry.



Vehicle	Ag	Acc	Str	Res	Init	Co	Special
Command Crawler	5	5	10	13	8	9	Large, Crawler, MOD2, Scramble Proof, Plasma Reactor

Vehicle Type: Crawler

Propulsion: Mechanically activated crawler legs.

Armament: Two Scourer Cannon.

Protection: Multi-layered metallic armour + limited magnetic shielding. Optional Plasma Dump.

Special Rules: Vehicle, Crawler, MOD2, Large, Scramble Proof, Plasma Reactor, Plasma Dump (optional), Plasma Amplifier (optional).

ATTACK SCUTTER

Attack Scutters are little more than Scutters with their bomb-loading equipment and ammunition removed enabling them to operate in a fighting role. This makes them more agile than regular Scutters although in other respects they are practically identical.

Attack Scutters are used as general transports as well as for scouting and exploring and may often be the first Ghar encountered by the enemy. Attack Scutters carry a Scourer Cannon so they are potent little machines even if they are not as well protected as battle armoured Ghar troopers.



Vehicle	Ag	Acc	Str	Res	Init	Co	Special
Attack Scutter	5	5	1	4(10)	7	7	Large, Crawler, Scramble Proof, Plasma Reactor

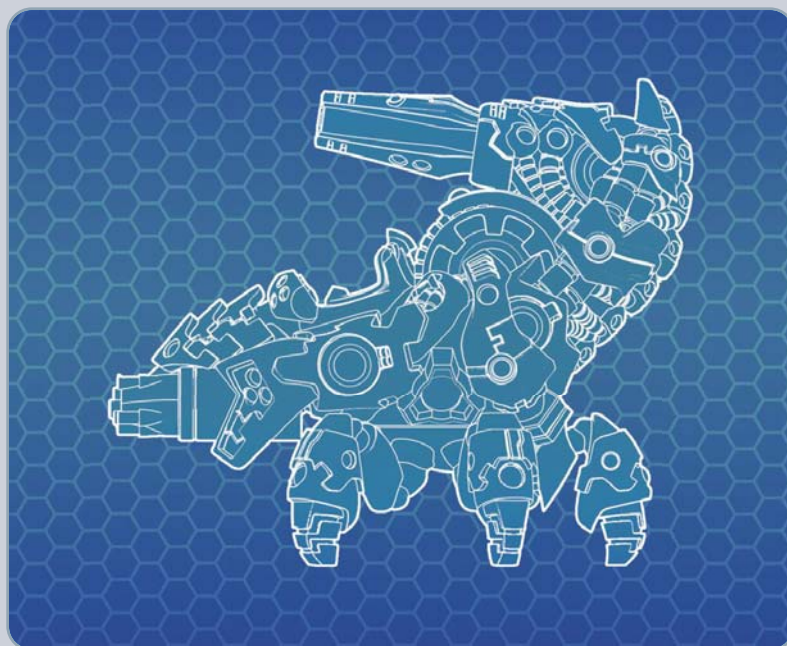
Vehicle Type: Crawler
Propulsion: Mechanically activated crawler legs.
Armament: Scourer Cannon.
Protection: Multi-layered metallic armour + limited magnetic shielding.
Special Rules: Mounted unit, Crawler, Large, Scramble Proof, Plasma Reactor, Plasma Dump (optional), Plasma Amplifier (Optional)

HEAVY BOMBARDMENT CRAWLER

Ghar weaponry is remarkably conservative and in all the hundreds of years they have waged war upon the Algoryn Prosperate their forces have changed little, if at all. Ghar forces are almost identical from when they first took to the battlefield aeons ago. This is entirely because the Ghar were bio-engineered to fight a specific war in ages past, and whatever their creators had in mind it certainly did not include the concept of progress.

The Heavy Bombardment Crawler is a variant of the standard Crawler design, as is the Command Crawler, which it otherwise resembles. The Bombardment Crawler is built to carry a Heavy Disruptor Bomber – one of the heaviest and most unpleasant weapons in the Ghar arsenal.

The Heavy Bombardment Crawler is a heavy support weapon used to mount assaults against cities and for blasting apart static defences.



Vehicle	Ag	Acc	Str	Res	Init	Co	Special
Heavy Bombardment Crawler	5	5	10	13	8	9	Large, Crawler, MOD2, Scramble Proof, Plasma Reactor

Vehicle Type: Crawler
Propulsion: Mechanically activated crawler legs.
Armament: Heavy Disruptor Bomber + two Scourer Cannon.
Protection: Multi-layered metallic armour + limited magnetic shielding. Optional Plasma Dump.
Special Rules: Vehicle, Crawler, MOD2, Large, Scramble Proof, Plasma Reactor, Plasma Dump (optional), Plasma Amplifier (optional).

FREEBORN VEHICLES

The Freeborn are the most diverse of the civilisations of Antarean space comprising numerous different independent Houses or Vardos. Unlike the civilisations of the Concord and Isori the Freeborn inhabit the depths of space. They live aboard spacefleets that include craft that are so large their populations are greater than those of many worlds.

Every Vardos comprises a number of such large world-sized ships together with the countless smaller vessels of its trading fleets. The different Vardos may share a common culture and a similar outlook on life and 'outsiders', but they are also rivals and sometimes bitter ones at that.

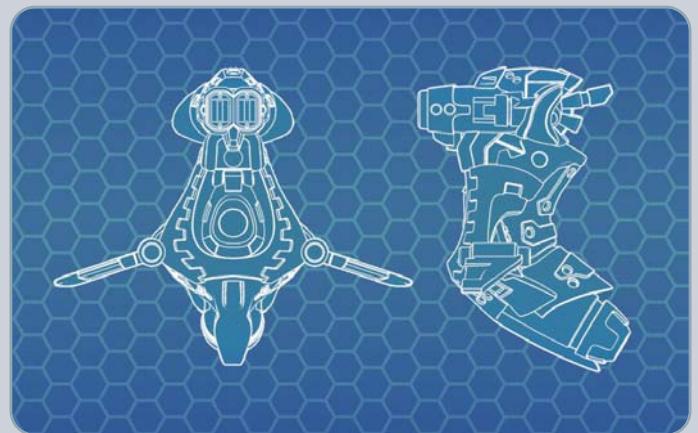
Different Vardos compete to control trade routes though Antarean space, to explore new sources of wealth, and to

cultivate client worlds amongst the Determinate and broader Spill.

One of the greatest sources of wealth in the entirety of Antarean space is the trade in military hardware, and the Vardari are the ultimate arms merchants, being ready to acquire and supply any kinds of weapons from any source they can find. They are expert at rebuilding and refurbishing captured equipment, using nano sterilisers to eradicate traces of invasive IMTel and resharding equipment for use by its new owners. Needless to say, they are not reluctant to make use of the best that is available, be it of Concord or Isorian origin, and when it comes to their own arsenals these weapon systems feature prominently.

SKYRAIDER BIKE

The Skyraider design is a templated solo transporter concept that is in widespread use by the Vardari. It is an extremely lightly constructed machine best suited to rapid exploration and scouting. It carries twinned mag repeaters, a combination that throws out a great deal of firepower without stressing the machine's limited energy cycle. Skyriders are designed more along the lines of personal transports than fighting machines, but their speed often means they are the first to encounter enemy forces and the first to come to blows. They are propelled by a mix of suspensors and vortex jets (cyclone thrusters) utilising suspensor technology to drive a vortex of air. In airless environments more powerful suspensors or reaction thrusters are substituted.



Vehicle	Ag	Acc	Str	Res	Init	Co	Special
Skyraider Bike template concept & Rider	5	5	5	5(7)	7	8	Large, Fast
Vehicle Type: Solo Transporter Bike							
Propulsion: Suspensored vehicle with cyclone thrusters							
Armament: Twin Mag Repeater standard.							
Protection: Composite skin + reflex type armour with internal hyperlight booster creating semi-rigid hyperlight envelope for rider and machine.							
Special Rules: Mounted unit. Fast. Large.							

TRANSPORTER DRONE

A variety of Transporter Drones are used by the Vardari but the most common is the Concord type T7 obtained either through trade, captured, or simply copied. The basic structure of the M4 and T7 drones being essentially similar means

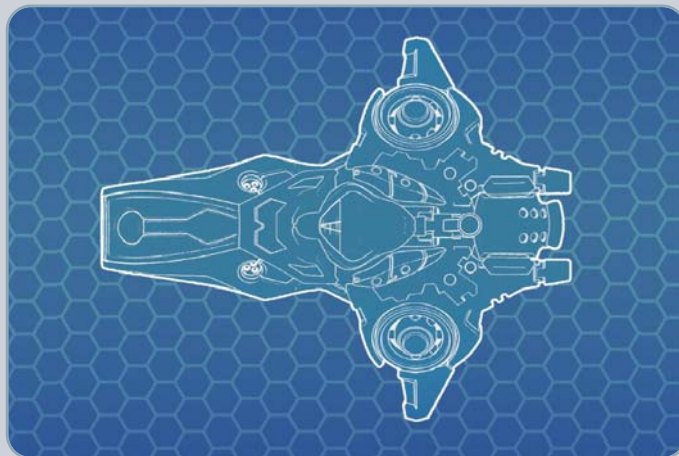
machines of this kind can easily provide the mainstay of any army's fighting and transport needs. A few civilian-derived or Vardos specific designs are known. Such is the reputation of the Concord military that alternatives are harder to sell and usually fetch a lower price.

Vehicle	Ag	Acc	Str	Res	Init	Co	Special
Transporter Drone T7 type template	5	6	1	13	8	8	MOD2, Transporter 10, Large
Vehicle Type: Transporter Drone							
Propulsion: Suspensored vehicle with reaction thrusters							
Armament: Plasma Light Support standard.							
Protection: Composite skin + reactive kinetic shields and composite transport shell + fixed emission hyperlight armour. Optional separate batter and/or shield drones.							
Special Rules: Vehicle, Transport 10, MOD2, Large, Self-Repair (optional)							

STRIKER ATTACK SKIMMER

The Striker is a templated two man transporter that emulates aspects of Concord drone design. It is similar in concept and appearance to many civilian skimmers found throughout Antarean space. Concord military regard such machines as too vulnerable and therefore too great a risk for their crew.

The Striker is a general type of vehicle the appearance of which can vary to some extent. Its outer panels serve as fixed points for the vehicle's hyperlight armour carrier nodes but are otherwise cosmetic. The machine is buoyed upon powerful suspensors providing the Striker with a high degree of manoeuvre as well as an effective means of low speed propulsion. Reaction thrusters augmented by suspensors are used to attain higher speeds.



Vehicle	Ag	Acc	Str	Res	Init	Co	Special
Striker Attack Skimmer	5	5	5	11	7	8	MOD2, Large
Vehicle Type: Attack Skimmer							
Propulsion: Suspensored vehicle with reaction thrusters							
Armament: Plasma Light Support or Plasma Cannon.							
Protection: Composite skin + reflex type armour creating hyperlight envelope for crew and machine. Optional hyperlight booster in some models. Optional batter drone.							
Special Rules: Vehicle, MOD2, Large.							

HEAVY COMBAT DRONE

The Vardari will happily make use of and trade any weapons of war they can get their hands on, but like their customers they favour the best available when they can get it. Concord Heavy Combat Drones are the finest machines of their kind, even though it is necessary to reshard them for use by others, which deprives them of some of the effectiveness of highly sophisticated Concord IMTel. Although the Vardari can

replicate these large drones using their processing craft, only the Concord IMTel can produce a machine mind of the finest calibre that commands the highest prices.

Because Concord M25 and M50 Drones are so similar it is common for examples acquired by the Vardari to be converted into heavy combat or siege drones according to their customer's wishes.

Vehicle	Ag	Acc	Str	Res	Init	Co	Special
Heavy Combat Drone M25/M50 type	5	6	1	15	8	8	MOD3, Slow, Large
Vehicle Type: Heavy Combat Drone/Heavy Siege Drone							
Propulsion: Suspensored vehicle with reaction thrusters							
Armament: Plasma Bombard with Plasma Light Support (M250 template). X-howitzer with Plasma Light Support (M501 template).							
Protection: Composite skin + reactive kinetic shields. Optional separate batter and/or shield drones.							
Special Rules: Vehicle, MOD3, Large, Self-Repair (optional)							

COMBAT DRONES (M4 TYPE)

There is no standard Combat Drone type vehicle amongst the Vardari, instead they make use of Concord and Isorian Combat Drones that they buy, or capture. Often they will rebuild combat drones that fall into their hands.

In other instances they simply copy standard drones with little if any modification. With access to the best that Antarean space has to offer this is hardly surprising. M4 type Combat Drones – suitably resharded – are one of the most commonly traded items in all of the Determinate.

Vehicle	Ag	Acc	Str	Res	Init	Co	Special
Combat Drone M4 type	5	6	1	13	8	8	MOD2, Large
Vehicle Type: Combat Drone							
Propulsion: Suspensored vehicle with reaction thrusters							
Armament: One Plasma Cannon and one Plasma Light Support standard (M400 template).							
Protection: Composite skin + reactive kinetic shields. Optional separate batter and/or shield drones.							
Special Rules: Vehicle, MOD2, Large, Self-Repair (optional)							

EQUIPMENT OF ANTAREAN SPACE

This section provides descriptions, stats and rules for a variety of equipment to be found in the Antarean game. Amongst the items covered are weapon drones, buddy drones and probes, the rules for which are incorporated into the main body of the text and which are summarised here for convenience of reference. Other miscellaneous items are also described in this section, including oddball equipment like vorpal charges and Ghar wreck grabbers that don't fit neatly anywhere else.

BUDDY DRONES

Buddy drones are small equipment drones that are often included in units of troops, weapon teams, vehicles or other larger drones. They float in the air upon suspensors and are extremely nimble and very adept at keeping pace with their parent units. There are many different kinds of buddy drones, for example **spotter** drones, **shield** drones and **batter** drones.

We have already described rules for buddy drones in the main body of the rules, but we'll also summarise them here for convenience. Some buddy drones have specific rules that make them exceptions to the general type, but unless otherwise noted all buddy drones follow these rules:

- Buddy drones are part of their unit's equipment and are not counted as members of the unit when it comes to calculating numbers for break tests or any other purpose (see Break Tests on page 44).
- 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 moves of buddy drones (page 19).
- Buddy drones can pass freely through models in their own unit, through other units from either side, and through any terrain (page 19).
- When shooting, buddy drones are ignored for working out line of sight (LOS) either to or from the unit. LOS can always be drawn through buddy drones from either side as if they were not there (page 25).
- Buddy drones can't be deliberately targeted by shooting or in hand-to-hand fighting. Hits on the unit are not allocated to buddy drones except that lucky hits can be allocated to buddy drones if the enemy wishes (lucky hits are allocated by the player who scored the hit). See page 30.
- A buddy drone is automatically destroyed if a hit is allocated to it. No Res test is taken and the drone is removed. If the drone confers a benefit to its unit this benefit continues to apply until all shots or blows on the unit have been resolved (page 31).
- Buddy drones can also be hit and destroyed by certain kinds of weapons – for example Ghar Disruptor weaponry (page 79).
- If an entire unit falls casualty then any buddy drones in the unit are removed along with the last model.
- In the case of heavily armoured units accompanied by buddy drones, hits upon the unit's buddy drones do not result in a pin. Heavily armoured targets are targets with a Res value of greater than 10 and they can only be pinned as a result of a failed Res test (see page 31).
- If a unit is within 3" of a Scrambler shell then its buddy drones are rendered temporarily ineffective, although they can continue to move with their parent unit. See Special Munitions, page 88.

BATTER DRONE

The batter drone is a defensive buddy drone that projects a kinetic energy shield or **batter shield** that can deflect or absorb incoming attacks. Kinetic shields are kinds of suspensor fields – the same sort of invisible energy fields that enable drones to hover and vehicles to move effortlessly through the air. Batter drones are often attached to weapon teams to provide them with mobile cover. They are also assigned to vehicle units both to provide stand-off protection and also to shelter accompanying infantry. We apply the following rules:

- A batter drone projects a curved shield, which we represent with the special batter template.
- The batter template must be positioned with the outer convex side facing away from the drone, with no part of the template more than 5" from the drone measuring from its base.
- The template can be repositioned whenever the unit moves or whenever the unit is given an order dice regardless of whether the unit moves or not – for example if it is given a rally order and makes a rally action or if it reacts by going down and makes a down action.
- A batter shield presents no impediment to sight or movement because the energy field is either invisible or practically so. LOS can be drawn through it as if it were not there.
- If an enemy unit draws LOS and shoots through the template from its convex side it suffers an Acc penalty of –2 to hit. When working out whether to apply this modifier consider whether most of the shooters have to draw LOS through the template in the same way as if the shield were intervening terrain. Note that the batter shield is not literally intervening terrain (because the shield is invisible) and shooters can potentially shoot through intervening terrain and a batter shield, suffering the Acc penalties for both. Shooters on high ground can draw LOS and shoot over a batter shield on lower ground without suffering the penalty in the same way as if it were terrain.
- Two or more batter shields can potentially overlap, but the Acc modifier is only applied once. The penalty is –2 regardless of how many shields the shooter must draw LOS through; the effect is not cumulative.
- Models positioned within the area of a batter template are not protected by it. They have to be behind it in such a way the enemy must shoot through the shield.

- The shield does not affect shots that go through the template from the inner concave side – i.e. troops behind the shield can shoot through it without penalty.
- Batter shields offer no protection against hits from OH shots because the shots don't go through the template but rather land directly on top of the target.

BOOSTER DRONE

A hyperlight booster drone forms part of a unit's combat shard and boosts the effectiveness of its hyperlight based armour. This affects all the common armours of Antarean space. Building the booster into a drone means that any additional sink-mass generated by armour activation is absorbed by the drone's suspensor fields. This enables human sized armour encasements to function more effectively without running the risk of crushing or bowling over the trooper.

Larger kinds of machines including personal transports such as bikes, weapon drones and vehicles have these boosters already built in because they have their own suspensors that can deal with rapidly shifting mass effects. Booster drones do not affect them because they are effectively boosted already!

- A booster drone affects the armour bonus of all the models in an infantry, weapon team or equivalent command unit equipped with reflex armour, hyperlight armour or phase armour.
- A booster drone also affects the bonus of all the models in a mounted unit if they have reflex, hyperlight or phase armour that does **not** already include a hyperlight booster. Armour cannot be boosted twice though!
- All affected models add +1 to their Res for all tests.

BORER DRONE

A borer drone is a ubiquitous mining tool used by Boromites to bore passages, prop up loose tunnels and take core samples from surrounding rock. It carries an assortment of powerful suspensor arrays with which it can move soil, rubble and other materials. It is sometimes used by Boromites to dig entrenchments and as a helpmate lifter-carrier and excavator.

- If a unit has one or more borer drones then every model in the unit gets a Strength bonus of +1, which applies for all tests against Strength including in hand-to-hand fighting.

- If a unit has a borer drone it can throw up temporary cover by making any action so long as it does not move as it does so. This action can result from an order or reaction, and can also include a down action following an unsuccessful order test. The player declares the unit is throwing up cover when the action is made. Place a marker with the unit to show cover has been thrown up. The unit benefits from having +2 Res cover from that point so long as it does not move. As soon as the unit moves the bonus ceases to have any effect. Note that this cover bonus is not cumulative with other cover bonuses, the borer drone just raises the cover bonus to +2 where it would otherwise be less or none.

CAMO DRONE

Camo drones radiate nano-dampeners that make it difficult to detect a unit's energy signature and which confuse or blind enemy combat shards. They also project a three-dimensional soft light imago that disrupts visible light round about them. They are often attached to infiltration units. The following rules apply:

- If a unit that includes a camo drone is **down** then it cannot be targeted at ranges of more than 10".
- If a unit that includes a camo drone goes **down** as a reaction to enemy shooting from more than 10" away then the unit can no longer be targeted and enemy shots automatically miss with no further effect. Even OH shots that would otherwise go off target will miss and have no effect.
- A scout probe can compromise a camo drone's effect if it moves to within 10". See Scout Probes on page 120.

COMPACTOR DRONE

A compactor drone carries a generous material load in a stable compressor field. It is employed to transport equipment up to a certain size. One use is to enable a bike mounted unit to function temporarily as infantry by folding its machines into its compression field. The other common function of these buddy drones is to provide a unit with two alternative kinds of equipment. E.g. Concord Interceptor squads use compactor drones to transport support weapons into action. The bike riders swap their bikes to serve as crew to the weapon. When necessary they can swap the weapon back for their bikes if they need to move quickly.



Compactor drones can also be used to carry other units – notably weapon drone units or sharded probes. This is useful where the unit doing the carrying is either very fast or is able to move through terrain that the transported unit could not otherwise enter. Compactor drones can even carry a weapon drone unit together with its buddy drones, but they cannot carry other compactor drones – compressor fields cannot be compressed! Some materials resist compression, or compressing them would be dangerous, and compactor drones are sufficiently intelligent to distinguish and reject these materials. As well as other compactor drones, this includes living creatures and explosive munitions.

- A compactor drone can carry one of the following: all of a mounted unit's bikes, a unit's support weapon, an entire weapon drone unit complete with any associated buddy drones other than compactor drones, or an entire probe shard. Models carried by the drone are kept off table and if they are units their order dice are not included in the dice bag. Once units are unloaded from a compactor their order dice are placed in the dice bag at the start of the following turn.
- At the start of the game any units that are carried by compactor drones are kept off the table, but the player must indicate which compactor drones are carrying them.
- Compactor drones can load or unload when their unit makes an action, even a down action following a failed order test, or a reaction. They always do so at the **end** of the action/reaction as follows:
 - 1) Units that are mounted onto bikes or comparable machines can dismount or remount whenever they make an action/reaction using the compactor drone to load or retrieve their machines. The unit mounts/dismounts at the end of its action/reaction – i.e. if the unit is dismounted and makes a run action it does so as a unit on foot before re-mounting at the end of the move. See Vehicles (page 95).
 - 2) A compactor drone that carries a support weapon can load or unload the weapon whenever its unit makes an action/reaction, loading a weapon into the compactor drone or unloading it as required. The weapon is loaded/unloaded at the end of the unit's action/reaction.
 - 3) A compactor drone carrying a weapon and accompanying a mounted unit can swap the unit's machines for its weapon at the same time. For example, a bike-mounted unit could run into position and at the end of its move load up its bikes and unload its support weapon. The bike riders dismount to crew their weapon.

Anything carried by a compactor drone is invulnerable whilst it remains loaded. However, if a compactor drone is destroyed then anything it carries is automatically unloaded. If the unloaded equipment is part of a unit's alternative equipment the unit must decide which it wishes to make use of from that point on. Equipment that is not utilised is lost. If mounts are unloaded in his way riders must remount conventionally, i.e. they must give up a **fire** order to mount as described in the Vehicles section, page 95.

GUN DRONE

Gun drones are armed buddy drones whose role is to act as guardians or sentries. A gun drone can be armed with any standard type of weapon but is usually equipped with a plasma carbine. The following rules apply to gun drones:

- A gun drone shoots as if it were an ordinary member of its unit with the same Acc value.
- Gun drones draw LOS to their target in the same way as other models. In this respect they are an exception to the normal rule that LOS cannot be drawn from a buddy drone.

HOMER DRONE

A homer drone emits a transmat modulation signal – or homer signal - that can be used as a temporary transmat node enabling a larger array to pluck a unit from a planet's surface. However, the range is limited compared to a fixed array, and the modulation signal can potentially collapse mid transport. It is especially favoured by Algoryn infiltration troops, whilst Concord and Isorian forces tend to regard the technology as insufficiently predictable. The following rules apply:

- If a unit includes a homer drone it can be transported off the battlefield by giving it a **run** order. The player declares the unit is being transported and instead of making the run action the unit is removed and placed aside from the tabletop. If the order test is failed the unit goes down in the same way as for any failed order and the transport is unsuccessful that turn. If the test is failed on a 10 then in addition to failing the order the modulation signal breaks down and the homer drone is destroyed.
- Once removed from the battlefield using a homer drone the unit cannot return.
- Only the unit and its equipment can be transported using a Homer drone and not anything carried by the





A Freeborn force fights its way through the dense undergrowth.

unit in addition. For example, in a scenario where a unit has to carry an objective off the table the homer cannot be used to do so. That would be too easy.

- In some scenarios units that are making orbital drops or transmat jumps onto the battlefield are able to use homer drones to guide them into position. This will be covered in the rules for the scenario and can potentially vary depending upon the scenario.

The homer drone is a useful adjunct to hit-and-run type games where units aim to escape the battlefield. Of course, a unit so equipped can escape relatively easily, but to do so too soon is to risk depleting your forces, and a better strategy might be to use units equipped with homers to form a rear guard that can be withdrawn at the last moment.

MEDI-DRONE

A medi-drone is a mobile medical drone that is able to administer immediate care to wounded. Medi-drones are often included in units of troops, especially command units. The following rules apply.

- Medi-drones in human armies can only attend human casualties – they cannot attend machines or non-human creatures such as Lavamites or Meld Skarks.
- Any friendly unit within 5" of the medi-drone model, including the unit that includes the drone, can re-roll one failed Res test each time it is shot at, fights hand-to-hand, or otherwise suffers damage.

- If a unit is within 5" of two or more medi-drones then it can re-roll one failed Res for each medi-drone within range.
- Medi-drone re-rolls can be added to re-rolls from sharded medi-probes and medics, so a unit within range of a medi-drone, a medi-probe and a medic gets three re-rolls.
- Remember - a re-rolled Res test cannot be re-rolled a second time not even if a unit is entitled to multiple re-rolls due to the presence of multiple medi-drones or for any other reason.

NANO DRONE

A nano drone is a special kind of buddy drone keyed to the brain patterns of an individual NuHu. It exudes a high-density cloud of nanites that are specifically attuned to their NuHu master – an IMTel microsphere – and can build a permeable suspensor field around the NuHu's body.

This acts as armour, weaponry and as a super conductive medium that connects all of the combat shards of a force together. NuHu rarely expose themselves to danger without attendant nano drones.

- **Kinetic shield.** The nano drone automatically projects a kinetic type shield around it and the NuHu unit. Shots against the unit suffer a –2 Acc penalty. Note that this is the same kind of shield as a batter shield projected by a batter drone, and the Acc penalties from the two cannot be combined.

- **Hyperlight envelope.** The nano drone envelopes its master in a boosted hyperlight armour – the drone itself is able to absorb the sink mass generated as a consequence. This gives the NuHu unit the same level of protection as a model equipped with hyperlight armour and hyperlight booster, i.e at ranges of 10" or less Res +2, at greater than 10" Res +3, and against blast hits Res of +4.
- **IMTel Stave Boost.** The NuHu is able to use his IMTel stave to energise the surrounding nanite cloud and project a potent short ranged energy blast. This can function as the equivalent of a weapon for shooting or for hand-to-hand fighting. If the unit includes a nano drone the effectiveness of the IMTel stave can be boosted as described in the entry for IMTel stave (page 67).

SHIELD DRONE

Shield drones are small, agile sacrificial buddy drones whose role is to protect the units they are with by intercepting enemy shots or blows before they can inflict any serious damage. They are almost always destroyed as a result of their efforts, but fortunately they are created to be entirely cheerful about their fate and take their protective duties extremely seriously. The following rules apply:

- Each shield drone in a unit can intercept one hit from enemy shooting, hand-to-hand fighting, or any mines or other cause that would normally inflict hits.
- Intercept hits. Once hits have been allocated to the unit the player can use shield drones to intercept hits. Each shield drone can nullify one hit. Hits that are nullified have no effect and are treated just as if they were never scored. Decide which hits are to be removed and roll a D10 for each.

Score Result

- On a score of a 1 the little drone has succeeded in intercepting and removing the hit but by some miracle it survives the impact. The hit is nullified but the drone survives to die another time – hopefully.
 - 2-9 The plucky drone intercepts the hit. The hit is removed and the drone is destroyed in a ball of molten plasma, shattered into atoms, or otherwise sent to meet its maker. The shield drone model is removed.
 - 10 Despite its best efforts the drone fails to intercept the hit. The hit is not removed but – on the bright side – the drone survives even if it has failed in its duty to protect its unit.
- A shield drone can choose to intercept lucky hits allocated to any model in the unit, including to other drones or equipment.
 - A lucky hit can be allocated to a shield drone in the same way as any other buddy drone, in which case the drone is removed without recourse to a dice roll.

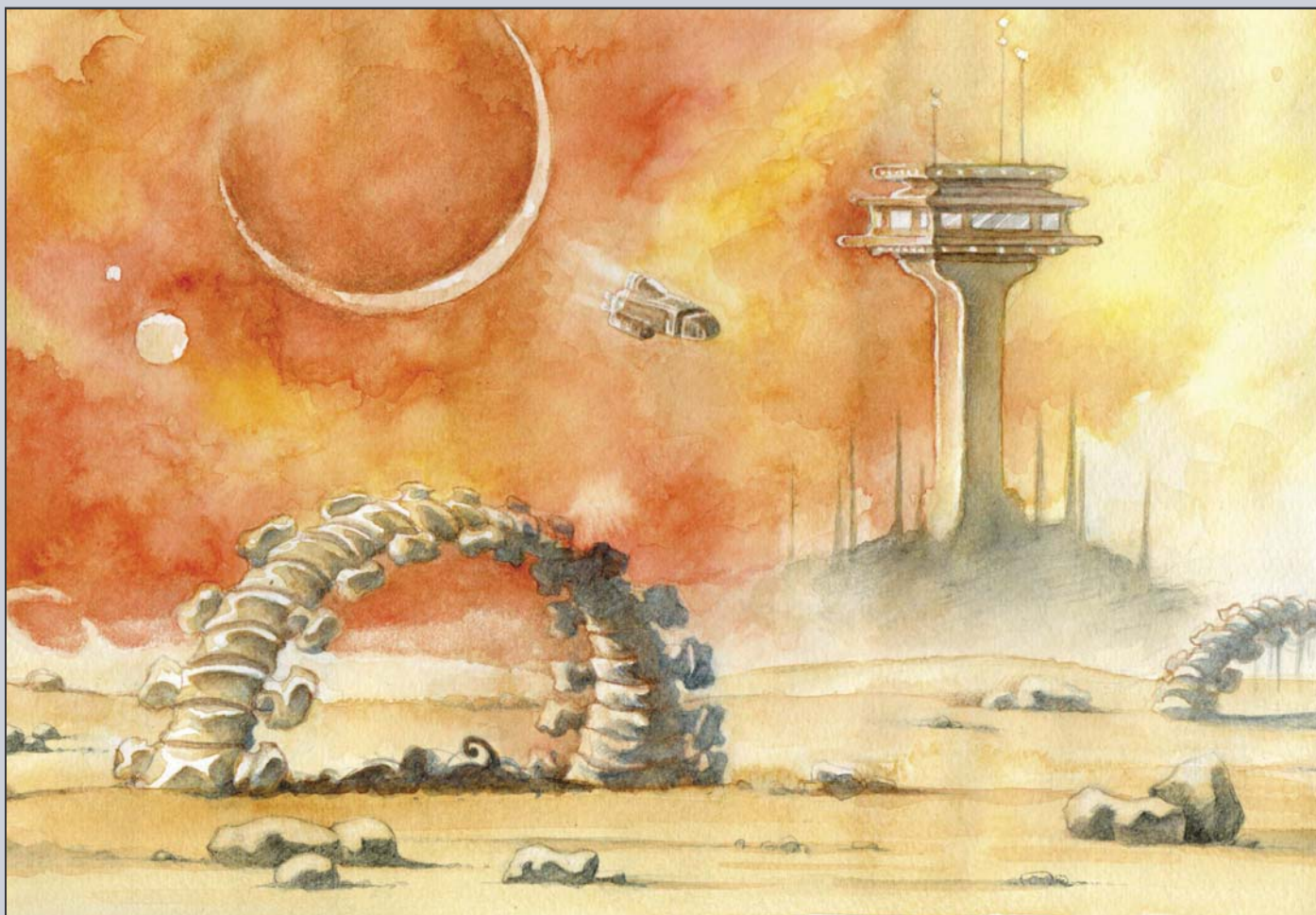
SPOTTER DRONE

Spotter drones are the most common type of buddy drone. They are present in many units of troops and some units have more than one. Spotter drones can relay information from their sensors directly into their unit's combat shard. They can also share information with other spotter drones and their combat shards. The following rules apply to spotter drones:

- **Spotter Re-rolls.** If a unit has one or more spotter drones it can re-roll one miss each time it shoots so long as at least one spotter drone has LOS to the target. Note that where a target also forces re-rolls of hits (hits on a down infantry target for example) re-rolls of misses are taken first before re-rolling any hits.
- **OH Spotting.** If a unit is shooting overhead (OH) it counts as having LOS to the target so long as its spotter drone has LOS to the target, even if the unit itself does not. This is an exception to the rule that buddy drones are normally ignored when working out LOS and it enables OH weapons to fire from concealed positions using their spotter.
- **OH Patch Sighting.** If a unit is shooting overhead (OH) and does not have LOS to the target, then its own spotter can observe the target by patching to any other friendly spotter drone within 20". If the patched drone has LOS to the target then the shooting unit counts as having LOS to the target too. Note that in this case the spotter re-roll doesn't apply because the unit's own spotter doesn't have LOS to the target.



The green X-Launcher unit has no line of sight to the red enemy unit but is able to use its spotter to Patch Sight via the blue unit. So long as the friendly spotter is within 20" the X-launcher spotter can patch sight and the shot counts as having line of sight. Note - the X-launcher is shown closer than its minimum range for clarity.



WEAPON DRONES

Weapon drones are a broad class of fully sentient autonomous drones. They are considerably bigger than the largest buddy drones but smaller than combat drones. Strictly speaking weapon drones carry weapons, but unarmed versions of these and similar drones can also be found in civilian life as well as in the armed forces of Antarean space, for example the Concord light general purpose drone. Like buddy drones they rely on their suspensors to float above the ground and for primary motive power. They are made of composite nano-cored materials and protected by semi-rigid kinetic shields.

In most respects weapon drones follow the general rules of play and any exceptions have already been covered in the body of the rules. However, we will summarise them here for convenience

- Weapon drones form units of one or more drones and are usually accompanied by buddy drones such as spotters or batter drones. Most commonly a weapon drone unit includes only a single weapon drone. See page 9.
- For measuring purposes always measure to or from the body of the weapon drone model itself rather than its base, for example when moving the drone and when measuring for range. See page 18.
- Just as line of sight cannot be drawn through the base of an infantry model, so line of sight cannot be drawn

through the body of a weapon drone. As with measuring the body of the drone is used rather than the base. See page 25.

- Weapon drones are usually armed with support type weapons. As with all such weapons line of sight to the target is drawn along the barrel of the weapon. See page 25.
- If a weapon drone is hit and fails a resist (Res) test it doesn't automatically fall casualty. Instead the player must make a further roll on the Weapon Drone Damage Chart. This can result in the destruction of the target or it can inflict incremental damage. See page 37.
- Weapon drones usually have a resist (Res) stat of 10 or less, but modifiers can potentially bring a test value to greater than 10, in which case the rules for heavily armoured targets will apply when working out damage. See page 37.
- Weapon drones are not allowed to make an assault unless they have a special rule that specifically exempts them from this rule. See Assaults, page 39.
- Weapon drones don't take break tests except as specifically directed, for example as a result on their damage chart. They still auto-break like other units if they suffer pins equal to their command (Co) stat though. See Break Tests, page 45.

C3D1/GP LIGHT GENERAL PURPOSE DRONE

The D1 type light general purpose drone is used for a variety of tasks from simple lifting and carrying to serving as a mobile mount for differing kinds of equipment. Its military

use is often employed as a host unit for other buddy drones such as spotters and batter drones. They can also be equipped with a subverter matrix enabling them to infiltrate enemy IMTel.

Drone	Ag	Acc	Str	Res	Init	Co	Special
Concord C3D1GP Drone	7	6	1	8	8	8	–
Drone Type: Light General Purpose Drone							
Propulsion: Suspensored							
Armament: None – can carry a variety of equipment.							
Protection: Composite skin + reactive kinetic shields. Optional separate batter and/or shield drones.							
Special Rules: Self-Repair (optional)							

CONCORD C3D1 LIGHT SUPPORT DRONE

The Concord D1 series drones are distinctively shaped lightly constructed drones that share their basic template with the GP General Purpose drone. They are too small to successfully mount many of the common support weapons of the Concord Combined Command, and are usually fitted with a plasma light support weapon. In combat units of light support drones are used for close support alongside infantry units, often with accompanying batter drones.



Drone	Ag	Acc	Str	Res	Init	Co	Special
Concord C3D1 Light Support Drone	7	6	1	8	8	8	–
Drone Type: Light Support Drone							
Propulsion: Suspensored							
Armament: Plasma Light Support (template standard fitment)							
Protection: Composite skin + reactive kinetic shields. Optional separate batter and/or shield drones.							
Special Rules: Self-Repair (optional)							

CONCORD C3D2 MEDIUM SUPPORT DRONE

The D2 medium support drone is a more heavily built vehicle than the D1 and eminently suitable as a weapons carrier. Its composite shell provides excellent all round protection and carries a highly effective kinetic shield. D2s are used both to support other troops and as the basis of drone formations alongside the bigger combat drones. The D2's weapon mount is capable of bearing a number of different weapons but is usually armed with either plasma light support or plasma cannons.



Drone	Ag	Acc	Str	Res	Init	Co	Special
Concord C3D2 Medium Support Drone	7	6	1	10	8	8	–
Drone Type: Medium Support Drone							
Propulsion: Suspensored							
Armament: Plasma Cannon (D202 template)							
Protection: Composite skin + reactive kinetic shields. Optional separate batter and/or shield drones.							
Special Rules: Self-Repair (optional)							

ISORIAN NHAMAK SC LIGHT SUPPORT DRONE

The Isorian Nhamak SC drone is the smallest and most lightly armoured Isorian support drone and a familiar sight amongst Isorian forces. It is mostly employed in a support role alongside Isorian phase troopers. Like the larger Isorian drones it is protected by phaseshift shielding as well as conventional nano-cored shell and kinetic shields.



Drone	Ag	Acc	Str	Res	Init	Co	Special
Isorian Nhamak SC Support Drone	7	6	1	8	8	8	—
Drone Type: Support Drone							
Propulsion: Suspensored							
Armament: Plasma light support (SC template)							
Protection: Composite skin + reactive kinetic shields. Optional phaseshift capability. Optional separate batter and/or shield drones.							
Special Rules: Self-Repair (optional) Phaseshift (optional)							

ISORIAN ANDHAK SC2 MEDIUM SUPPORT DRONE

The Isorian Andhak SC2 series of drones is a stalwart of Isorian forces. Like its Concord counterparts it is a sentient IMTel

integrated machine capable of carrying a variety of different weapons. It is protected by phaseshift shielding as well as conventional nano-cored shell and kinetic shields.

Drone	Ag	Acc	Str	Res	Init	Co	Special
Isorian Andhak SC2 Support Drone	7	6	1	10	8	8	—
Drone Type: Support Drone							
Propulsion: Suspensored							
Armament: Plasma Cannon (SC2/2A template)							
Protection: Composite skin + reactive kinetic shields. Optional phaseshift capability. Optional separate batter and/or shield drones.							
Special Rules: Self-Repair (optional) Phaseshift (optional)							



PROBES

Probes are small independent drones. Often they are exactly the same machines as buddy drones but assigned into independent units rather than attached to another unit as a 'buddy'. For example, a Scout Probe is a Spotter Drone, whilst a Medi-Probe is a Medi-Drone. What makes a probe specifically a probe is that it forms part of a single collective machine mind that we call a probe shard.

Some kinds of probe are only found as probe shards and never as buddy drones, for example Targeter Probes and Hound Probes. The general rules for probe units are covered throughout the main body of the rules text, but we will summarise them here for convenience.

Specific exceptions and comments are covered in the individual entries for types of probe. Although the rules that apply to probes appear rather lengthy at first sight, they mostly consist of exceptions that limit the way probes move and act.

- Probes form units of one or more models. Probe units of two or more models are **sharded** units. Sharded units are represented by a single order dice in the dice bag, but each model in the shard is treated as an independent unit during play. See *Shard*, page 137.
- Probes can only be given a Run order. They can't be pinned so they will always obey an order without taking an order test. See *Ordering Sharded Units*, page 14.
- Probe units never suffer pins from hits or for any other reason. See *Pinned Units - Pins, Sharded Units and Probes*, page 15.
- Probes can pass freely through or over models from either side. They can move to within 1" of other units if they wish and can move into touch with other models, although they cannot end their move on top of another model. See *Moving Probes*, page 19.
- Other units are not constrained in their movement by the presence of probes from either side. Any units can pass freely through or over probes and they can move to within 1" of probes if they wish. See *Moving Through*, page 18.
- Probes move up to 20" at a time. They have a single move rate and it is always 20". They cannot sprint! See page 20.
- Probes take no account of obstacles or terrain, they simply move through all terrain areas and over obstacles as if they were open ground. See *Movement*, pages 22 and 23.
- Probes can be targeted by shooting in the usual way. However, LOS can also be drawn through probes by either side, allowing units to shoot straight through probes at other targets if they wish. See the *Shooting* section, *LOS and Probes*, on page 25.
- Probes cannot make reactions at all, whether they have an order already or not. They simply don't make reactions. See *Reactions*, page 46.
- Probes cannot make assaults and cannot be assaulted. They therefore never take part in point blank shooting or hand-to-hand fighting. See *Assaults*, page 39.
- Probes never take break tests for whatever reason. See *Break tests*, page 44.
- Probes do not count towards the occupancy limit of buildings. The presence of probes within a building does not stop enemy units entering the building. See *Buildings*, page 59.



A Concord Strike Squad cautiously investigate an abandoned building.

Probe Stats

Probes do not need a complete set of stats because they never need to check stats in most situations. The only stat probes need is resist (Res). Although we don't make use of other stats, it is conceivable that at some point a probe might be obliged to otherwise test a stat it does not have. Where this is the case the probe is assumed to pass any test required without testing.

GHAR FLITTER

Ghar Flitters are not probes in the same way as those of advanced Antarean societies such as the Concord. Flitters are tiny fragile flying cameras with mechanical wings a little like a bat. They fly in a jerky, irregular manner and are attracted towards movement, but are not even remotely intelligent machines. They broadcast pictures that can be picked up by Ghar battlesuit and vehicle interfaces, giving Ghar troops a glimpse of the battlefield from the flitter's perspective.

Ghar Flitters are treated exactly like probes except as follows.

- Flitters are not very fast or agile compared to regular probes so they only move 15" at a time instead of 20".
- If an enemy unit has one or more flitters within 5" of it any Ghar shooting at it adds +1 Acc if at least one Flitter can be activated successfully as noted below.
- Ghar flitters are ineffective at guiding OH fire. If a Ghar unit is shooting overhead it gets no bonus from flitters.
- Flitters and Ghar technology are unreliable at best. When using a Flitter to claim the Acc bonus roll a D10, On a roll of 1-5 the Flitter fails to deliver the goods and no bonus is to be had. On the roll of a 6-10 the Flitter is activated successfully and the shooting unit gains +1 to its Acc. If there are two or more Flitters all within range of the target roll for each – only one bonus applies no matter how many Flitters are successful.
- On the upside Flitters are so primitive they are **scramble proof** (see page 137).

HOUND PROBE

Hound probes are used by the Freeborn to keep Feral troops in order and are especially effective when used on troops with Soma grafts. They make use of cranial implants and nano-neurosurgery to manipulate the human mind, causing troops to become fearless, enraged, and otherwise suggestive to their masters' commands.

Troops subjected to this kind of surgery soon show signs of long-term psychological damage. Such technology is abhorrent to the societies of the Concord and Isori as well as to most of civilised space. Even amongst the Freeborn it is rarely used openly. It has been developed by Renegade NuHu under the protection of Freeborn Vard willing to entertain such barbarity in the interests of power and profit. The following rules apply:

- Hound probes can be used to re-roll a failed command (Co) based test of any Freeborn Feral units or Misgenic Rejects within 5" of the probe. This can be any Co based test, including an order test, a recovery test, a break

test, and any other. As always only a single re-roll is allowed against any one test, even where a unit may be entitled to a re-roll from more than one source.

- If the unit making an order test has soma grafts the player can activate the grafts when making a re-roll, in which case the re-rolled result is automatically passed on any roll other than a 10 regardless of the score required. However, on the roll of a 10 this results in the unit losing control as described for Soma Grafts, page 121.

MEDI-PROBE

A medi-probe is a medi-drone operating as part of a probe shard rather than as a buddy drone. A medi-drone is a mobile medical drone that is able to administer immediate care to the wounded. The rules are essentially the same as already described for medi-drones and are repeated below.

- Medi-probes in human armies can only attend human casualties – they cannot attend machines or non-human creatures.
- Any friendly unit within 5" of a medi-probe model can re-roll one failed Res test each time it is shot at, fights hand-to-hand, or otherwise suffers damage.
- If a unit is within 5" of two or more medi-probes then it can re-roll one failed Res for each medi-probe within range.
- Medi-probe re-rolls can be added to re-rolls from buddy type medi-drones and medics, so a unit within range of a medi-drone and a medi-probe gets two re-rolls.
- Remember - a re-rolled Res test cannot be re-rolled a second time not even if a unit is entitled to multiple re-rolls due to the presence of multiple medi-drones or probes or for any other reason.

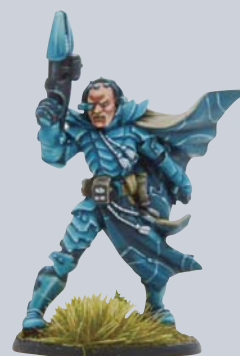
MICROMITE PROBE

A micromite probe is something of an exception to the normal run of the mill probes because it is – or was – a living creature. Lavamite hatchlings are produced in vast numbers by Lavamite Brood Mothers and grow quickly. Part grown hatchlings are used by Boromites to create living micromite probes. As this involves scooping out what passes for the hatchling's brain and replacing its nervous system with a nano-net it is doubtful whether the resultant micromite could be said to be really alive.

Despite this maltreatment micromites still preserve something of their native cunning and have a keen sense of self-preservation. They are used to locate enemy and to direct fire onto targets in exactly the same way as targeter probes.

Micromite probes are treated exactly like targeter probes except as follows.

- Micromite probes have a move rate of 15" rather than 20" like other probes. This is because they scuttle about on their little legs.



- Micromite probes scuttle along close to the ground taking advantage of the terrain to conceal themselves even in the open. As a consequence any unit shooting at a micromite suffers a -2 modifier to its Acc value.
- Micromite probes instinctively dig themselves into any cover they can find. Any Res cover bonus a micromite is otherwise entitled to is always increased by +1.
- In all other respects micromites are a kind of targeter probe and all the standard rules for probes and targeter probes apply.

SCOUT PROBE

A scout probe is a spotter drone operating as part of a probe shard rather than as a buddy drone. As such it is free to wander over the battlefield. A scout probe can act as a second pair of eyes for nearby spotter drones, allowing overhead firing weapons to patch sight through it. The following rules apply.

- OH Patch Sighting. If a unit is shooting overhead (OH) and does not have LOS to the target, its own spotter drone can observe the target by patching to a friendly scout probe within 20". If the patched probe has LOS to the target then the shooting unit counts as having LOS to the target too. See Overhead Fire, page 33.
- If a scout probe is within 10" of an enemy unit protected by a camo drone then it can patch sight to any friendly spotter drones within 20" and the camo drone's effect is nullified for these units. This means the target can be shot at from ranges of greater than 10", although the target will still count as down assuming it has a down order. See Camo Drone, page 112.

TARGETER PROBE

Targeter probes feed information into the combat shards of friendly units and guide shooting onto an enemy target.

- A targeter probe can mark a single enemy unit by moving into touch with any model in that unit. The unit remains marked whilst the targeter is in touch. If the unit or target move away, or if the marked model is removed as a casualty, the unit ceases to be marked. Any number of targeters can mark a unit.
- Any enemy shooting at a marked target adds +1 to its Acc value for each targeter probe marking the enemy unit up to a maximum of +3. Overhead weapons don't receive this bonus, but instead see below.
- If an enemy shoots overhead at a target marked by targeter probes instead of adding +1 to the shooter's Acc for each targeter, any shot that misses and goes off target reduces the distance gone off target by 1" for every probe. E.g. a unit marked by two probes will suffer a direct hit if the shot goes off target by 2" or less.
- Targeter probes are never hit by shooting directed against the unit they are marking, they have enough sense of self-preservation to get out of the way in the nick of time.
- Targeter probes marking a unit can be shot at by that unit or other enemy units that can draw LOS to either a

probe or to a model it is marking. If more than one targeter is marking the same unit then any hits scored are allocated against all the targeters and not just one. For example, a unit marked by three targeters could shoot at the probes as if they were a single unit and any hits scored must be allocated between all three even though they are technically different units.

MISCELLANEOUS EQUIPMENT

The following items of miscellaneous equipment have been grouped together for convenience. They represent an assortment of equipment from the extremely sophisticated to the distinctly crude.

AUTO-WORKSHOP

An Auto-Workshop is a compact mobile workshop used by Boromite Engineers to maintain, repair and sometimes to modify all kinds of nano-based technologies including weaponry, vehicles and other machines. The workshop generates a cloud of constructive nano-drones that can set to work upon damaged or failing machinery instantly, melding with its own structural suspensor integrity drones to diagnose and repair.

- The workshop is represented by a model on a standard sized base. If a unit has a workshop, the model representing it is included with the unit as part of its equipment in the same way as a support weapon for example.
- The unit can activate the workshop when it is given an order and makes any action, even if that action is to go down following a failed order test. The workshop cannot be activated in any other way. For example it cannot be activated as a reaction. When the workshop is activated work out its effect immediately.
- When the workshop is activated it affects every friendly **vehicle** unit, **weapon drone** unit, **weapon team** unit, and **machine mounted** units (e.g. bikes) within 5" of the unit using the workshop (typically a Boromite Engineer unit). If the unit carrying the workshop has any pins then it affects its own unit too.
- Every affected unit that has one or more pins rolls a D10. On the score of a 1-5 the workshop fails to complete its task for that unit. On a score of 6-10 the workshop does the job and one pin is removed from the unit.

GRAV CHUTE

Grav chutes, more accurately anti-gravity or AG chutes, are used by Concord Drop Troops, enabling them to drop more accurately onto a target. Any troops can be dropped through the atmosphere using suspensor capsules, but only troops equipped with grav-chutes can control their descent to the ground. Once landed grav-chutes give troopers supreme mobility, enabling them to act quickly to secure a landing zone or wrest control of the area from enemies.

- Units equipped with AG chutes can make a 2M move and shoot when given an advance order. This longer move represent the troopers making a long bounce or



Savage Mhagris warriors hunting their quarry...

low trajectory leap. Only moves when given an advance order are affected. All other movement is unaffected.

- Units equipped with AG chutes add +1 to their agility (Ag) value. This affects their test values for moving through difficult terrain, sprinting and all other situations where Ag is tested. It also adds +1" to their bonus sprint distance as described in the Sprint rules.
- Units equipped with AG chutes can treat any area of difficult ground as if they were suspended vehicles if this enables them to move through or over terrain that would otherwise be impenetrable. For example, this enables infantry with AG chutes to move over open water, using their anti-gravity capability to skim the surface.
- In some scenarios troops equipped with AG chutes might be allowed to deploy or move onto the tabletop using their chutes.

SOMA GRAFTS

Soma grafts are mind implants that connect an individual to a local nano intrasphere that allows whoever controls that intrasphere to manipulate a person's cognitive functions. Soma grafts are unethical technology perfected by Renegade NuHu under the patronage of the Freeborn. It is doubtful if anyone subjected to a soma graft is ever quite the same again, although feral societies often consider implantation a great honour and compete to be transformed in this way.

- A unit implanted with soma grafts can be activated or not. Until activated the soma graft makes no difference at all and the unit is treated like any other. Once the soma graft is activated it remains activated for the rest of the game. A unit's soma grafts can be activated whenever it makes a command (Co) based test, for example an order test or a break test. The player must

declare the soma graft is being activated before making the test.

- Once a unit's soma grafts are activated it will pass any Co test it has to take on any score other than a 10 regardless of its Co value or any modifiers that apply, for example from pins.
- Once a unit's soma grafts are activated it will fail any Co tests it is required to take on a roll of 10. If it fails an order test on a 10 then the unit goes out of control. Instead of going down as a unit normally would when failing an order, roll the order dice to generate a random order. Whatever order is rolled is the order given to the unit. Once a unit has gone out of control, it always rolls randomly when given an order for the remainder of the battle. Note that there is no obligation for the player to carry out the required action in any specific way – for example it is not necessary that a unit with a fire order actually shoots or a unit with a run order moves any more than if these orders were given deliberately. However, for all rules purposes the unit is making the action rolled.

HYPERLIGHT BOOSTER

A hyperlight booster is a device that absorbs the sink-mass generated by hyperlight type armour enabling it to operate at higher efficiency. Boosters of this kind are built into personal transporters such as Interceptor bikes, which are capable of carrying more powerful armour fields than their rider alone. Machines such as drones and larger vehicles operate at higher field strengths in any case, so it is only where a rider or operator merges his armour field with a larger device where these boosters come into play.

The rules for hyperlight boosters have already been covered in the rules for hyperlight armour and for booster drones (see pages 93 and 111).

PHASESHIFT SHIELD

The Isorian phaseshift shield applies the phase shifting technology of Isorian personal armour to larger machines such as weapon drones and combat drones. Phaseshift shielding enables a vehicle to desynchronise its position in real-space isolating it from harm but rendering the machine itself temporarily inactive. It is a kind of technology that is – as far as is known – unique to the Isorians in all of Antarean space as it relies upon their specific alien-influenced IMTel to function.

A phaseshift shield gives the unit a re-roll of its Res in return for going down.

A phaseshift shield can be activated when a unit fails a Res test so long as it either has an order dice remaining in the dice bag, or if it has at least one order dice allocated to it that is not already down. In other words there must be at least one order dice that the unit can deliberately turn to 'down' to activate the shield.

If the unit has no order already or if it is a MOD unit with order dice remaining in the dice bag, **all** the unit's remaining dice are removed from the dice bag and placed next to the unit.

All of the unit's order dice are then turned to down to show that the unit is making a down order. Any order dice already in place are turned to down as well as dice taken from the dice bag.

The unit can then make one re-roll of a failed Res test. As always a Res test can only be re-rolled once regardless of how many re-rolls the unit may be entitled to.

Bear in mind that units that fail two or three Res rolls from enemy shooting will only be able to re-roll one of these by using their phaseshift shield.

SUBVERTER MATRIX

A subverter matrix is an indispensable part of the IMTel. Its role is to identify and if possible subvert hostile combat shards by absorbing and remodelling their nano connectivity. Because the IMTel of the Concord and Isorians is so much stronger than that of other human civilisations it is they who are able to make most effective use of these devices. Freeborn and others are also capable of benefiting and often do. To some extent the subverter matrix is only a militarised version of the technology that allows the IMTel to spread and harmonise its collective consciousness throughout the nanosphere. Subverter matrices are often fitted to light general purpose type weapon drones instead of conventional armaments.

Note that the effect of the subverter matrix is to steal order dice from the opposing army and place them aside where they become contested at the end of the turn.



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

- The subverter matrix attacks the opposing combat shard by targeting every enemy **vehicle** unit, enemy **mounted** units riding machines, enemy **weapon drone** units, enemy **probes** and enemy **buddy drones** within 15" of the model carrying the matrix. In the case of enemy buddy drones the matrix targets the buddy drones if their parent unit is within 15". The model making the attack doesn't need LOS to the target, it only needs to be within 15" of it.
- The subverter matrix automatically targets enemy units everytime the unit carrying it makes an action or reaction, including a down action following a failed order. Make the unit's action first and then work out results for the matrix.
- The subverter matrix cannot target enemy units that have the special rule **scramble proof**. Scramble proof units have very low or no nano connectivity at all and are therefore immune to such things and cannot be targeted. For example, Ghar vehicles.
- Each unit targeted by the subverter matrix will be required to make a Co check unless it is a probe, in which case it is affected as described below. If more than one unit is affected the player whose units are being subverted can decide the order in which to test. Units with buddy drones test once no matter how many drones they have, as do units that qualify as targets on more than one count.
- If the test is passed on any roll other than a 1 there is no effect. If the test is passed on a 1 there is no effect and the subverter matrix does not affect any further units that action even if other units are within range and would otherwise have to test.
- If the test is failed on any result other than a 10 the opposing player must take one of his order dice from the dice bag and place it aside where both players can see it. This dice is **contested** by rival IMTels fighting for influence over the army's combat shard. If the test is failed on a 10 then the player takes two order dice from the bag rather than one. If there are not enough order dice remaining in the bag then order dice that are already in play must be removed instead, and the player whose units are affected can decide which to take.
- If a probe is targeted by the subverter matrix then instead of making a test the probe is destroyed instead. No test is made and no order dice is contested as a result. Note that if a subverter matrix is stopped following a successful Co test of a 1 it can't affect further targets that action including any probes.
- At the Turn End Phase once any necessary recovery tests have been made for units that have down orders, make a test for every contested order dice. Note that it is possible for both sides to have contested order dice, in which case test for each. Take one dice at a time and both players roll a D10 – the highest score wins the contest. If the owning player wins the order dice goes back into the dice bag. If the enemy player wins the order dice remains contested. Contested dice are not used during the forthcoming turn and a further test is made at the end of

the turn. If both players roll the same score then roll again until one of them wins. Work through all the contested dice, placing any that are won back by their owner into the dice bag for use in the following turn.

SUSPENSOR PLATFORM

Suspensor platforms are disc-shaped platforms that are used to carry, lift and transport anything up to a fairly substantial load. Their internal suspensors can manipulate large weights and they can carry objects on their suspensor cradle that are greater in size than their own disc diameter.

Suspensor platforms are therefore the ideal workmate for Boromite miners. The suspensor platform provides a convenient means for the Guild's Matriarch to move elegantly about – a practical necessity given that most Matriarchs conform to the Boromite tradition of Enormity by which they are seen to assert their right to rule.

Suspensor platforms don't need their own stats in most situations because they usually form a component part of something else. This is the stat line for a Boromite Matriarch enshrined in splendour upon her suspensor platform throne.

Ag	Acc	Str	Res	Init	Co	Special
4	5	6	6(7)	6	10	Rapid Sprint

- If an infantry model rides a suspensor platform it gains the **rapid sprint** rule, i.e. it can sprint at 4M rather than 3M. For example, a model with a move M of 5" would run 2M 10" but sprint at 4M 20" rather than the usual 15".
- If all the models in a unit ride on a suspensor platform they treat terrain as if they were suspended vehicles, e.g. they can move over open water without penalty. See Suspended Units, page 51.
- If an infantry model rides a suspensor platform then up to three additional non-large infantry models or beasts in the same unit can ride along with it. Place the additional models so that their bases touch the suspensor platform to show that they are 'hanging on'.

VORPAL CHARGE

A Vorpal Charge is a highly dangerous anti-matter field generator that tunnels its way through the fabric of time and space until it falls within its own anti-matter field and is destroyed. Vorpal charges are used by Boromites as part of their mining operations, and sometimes deployed against their luckless enemies!

- The vorpal charge is represented by a model on a standard sized base. If a unit has a vorpal charge the model representing it is included with the unit as part of its equipment in the same way as a support weapon for example.
- The unit can activate the vorpal charge when it is given an order and makes any action, even if that action is to go down following a failed order test. The charge

The sophisticated societies of human space no longer consider gene-splicing and genetic implantation as in any way unusual. These are techniques that are routinely used to repair injuries, regenerate organs and rejuvenate aged bodies.

They are also used to modify undesirable physical characteristics, whether cosmetic or actually injurious to health. Indeed, most citizens of such worlds would be amazed to learn that there was ever a time when an arm or leg couldn't be rapidly regenerated in a bio-tank, or where genetic diseases couldn't be corrected practically instantly. On many worlds these same techniques form the basis for personal and recreational body morphing, allowing those with sufficient wealth to change their appearance or even their gender.

On some worlds the fashion for body pigmentation or patterning makes it possible to encounter people whose skin is tinted blue, or violet, or orange – or whatever is the latest and most fashionable colour of the season.

cannot be activated in any other way. For example it cannot be activated as a reaction.

- As soon as it is activated the player can reposition the vorpal charge model anywhere within the unit's formation. This is to ensure it has a clear path in the direction it is to go. The player then nominates a direction and rolls 2D6. The charge model moves the distance rolled in the direction nominated.
- Once activated the vorpal charge becomes a roiling ball of anti-matter, but for convenience we use the model itself to represent this. If the vorpal charge's base touches any model as it moves, regardless of what side that model is on, the model must take and pass an Agility test to avoid the anti-matter field. If it fails to do so it is hit.
- If a vorpal charge hits a model it is automatically treated as having failed its Res test. No Res test is made and the model is simply treated as if had failed such a test. In most cases, the model is either removed as a casualty or must roll on its damage chart if it has one. When rolling on the damage chart roll a D10 to determine the result regardless of the target's own Res value.
- If a vorpal charge strikes a building it causes 10 damage points against the building block and moves its full distance into or through it. If a vorpal charge strikes a building block it is judged to have potentially struck one model from each unit occupying the block, make an Ag test for each potential target to determine if it is hit. A vorpal charge that begins its move already inside a building block causes no more damage to that building block or occupiers if it subsequently moves at least partially out of it, but does cause another round of destruction if it remains wholly inside the same block after it has moved.
- Once released a vorpal charge is treated as part of the battlefield itself. It is not an enemy unit. A unit cannot

make a reaction to a vorpal charge nor can it be shot at or assaulted. It is ignored for purposes of drawing LOS and shooting. However, a unit cannot move into or through a vorpal charge and the base area it occupies is considered impassable.

- Once a vorpal charge has been released place a distinctly coloured order dice into the dice bag at the start of each turn so long as the vorpal charge remains in play. When this dice is drawn the charge moves 2D6" in a random direction and damage is resolved as before. If a total score of 11 or 12 is rolled the charge evaporates into nothing once it has moved and once damage has been resolved: remove the model and its corresponding order dice. If two or more vorpal charges are in play at the same time place one dice in the dice bag for each and randomise which moves when the first of these dice is drawn.
- If a vorpal charge moves off the table edge it does not reappear and it is treated as having evaporated.

GHAR GRABBER

Ghar Wrecker Crawlers are equipped with fearsome looking magnetic grabber mandibles, enabling them to pick up and carry salvage from the battlefield and occasionally to put a vehicle or battlesuit back on its feet again.

Although not designed as a weapon, grabbers are powerful enough to seize and tear apart practically anything from enemy troopers and vehicles to buildings and rocks. The following rules apply.

- A Wrecker Crawler equipped with a Grabber can assist any units of Ghar troopers in battle armour, Scutter mounted models including other Wreckers, and any Ghar vehicles. It cannot assist Ghar Outcast units or other types of unit including Disruptor Cannon crews, Flitters and Tectorist Scouts.
- Units that can be assisted get the following bonuses if they are within 5" of one or more Wreckers.
- A unit that fails an agility (Ag) test can re-roll the result.
- Where a unit rolls on a damage chart to work out the result of damage following a failed Res test, the damage result can be re-rolled.
- If a unit is down at the Turn End Phase and fails its recovery test the recovery test can be re-rolled.
- A vehicle that is immobilised or which has a weapon malfunction can test to make a repair as if it had the **self repair** rule (see page 137).

GHAR TECTOR RODS

Tector rods are simple direction finding instruments that detect the presence of enemy and enable their operators to direct fire onto them. Ghar Tectorists are a rare breed – Ghar that are immune to fear and unmotivated by any sense of self-preservation. This is almost certainly due to prolonged exposure to mind numbing plasma reactor overspill, although you can never be sure. The following rule applies.

- Tector Re-rolls. When a Ghar unit shoots at a target it can re-roll one miss if there is one or more models with a tector rod within 15" of the target. It doesn't matter how many models with tector rods are within detection range, a unit can only re-roll one shot on account of them. Where a target also forces re-rolls of hits (hits on a down infantry target for example) re-rolls of misses are taken first before re-rolling any hits.

GHAR BOMB FEEDER

Ghar Bomber squads and Bombardment Crawler units are armed with crude launchers that hurl large, heavy disruptor shells. It is impossible for a Bomb trooper or Bombardment Crawler to carry all the ammunition it needs, so it is common for units to be accompanied by Scutters equipped with bomb feeders. These machines are able to pump bombs into the weapon's hoppers so they can keep up a rate of fire. The following rules apply.

- A unit armed with Disruptor Bombers or Heavy Disruptor Bombers cannot run out of ammunition if the unit is accompanied by a least one Scutter equipped with a bomb feeder.
- If a unit armed with Disruptor Bombers or Heavy Disruptor Bombers is accompanied by at least one Scutter equipped with a bomb feeder then the unit can shoot twice once during the game. The player must declare the unit is using its Scutter to fire twice before shooting. The unit can shoot at the same or a different target, just as if firing separately with two successive orders.

GHAR PLASMA DUMP

Ghar battle armour and vehicles are powered by ferociously dangerous plasma reactors. Plasma reactors can be fitted with a plasma dump mechanism, a kind of magnetic valve that allows the reactor to be explosively purged. This just dumps raw plasma onto the ground, creating a deadly energised cloud. The following rules apply.

- A player can release the plasma dump if a unit is ordered down. The player must declare that the unit is dumping plasma when the order is issued. A unit cannot release a plasma dump if it goes down following a failed order, or as a reaction, or from any other cause – only if it is given a down order.
- Whilst the unit remains down it is surrounded by a seething miasma of plasma, which acts as a kind of disruptive shield making it harder for enemy to hit the unit. Whilst the unit remains down any shots against it suffer a –2 Acc penalty. Note that this effect can last over more than one turn if the Ghar unit remains down from turn to turn.
- When the unit goes down the sudden wave of plasma automatically hits any other units within 5" of the Ghar unit releasing the plasma dump. It doesn't matter whether units are friends or foes. Every other unit within 5" of the Ghar unit releasing the plasma dump is automatically hit as the wave of plasma overwhelms them. Each unit hit suffers D6 hits with a strike value (SV) of 2. Note that this only happens

when the unit makes the plasma dump, it doesn't happen turn to turn and doesn't affect units moving to within 5" subsequently. Units hit by the plasma dump suffer 1 pin as if hit by shooting, even heavily armoured targets hit in this way suffer 1 pin as a result.

- The plasma dump ceases to have any effect as soon as the Ghar unit is no longer down. In the case of a MOD 2 unit its ceases to have effect as soon as the down order is no longer the unit's current order.

GHAR PLASMA AMPLIFIER

The Ghar plasma reactor is an unstable and thoroughly unsafe piece of technology. Harnessing the reactor's full potential is a tricky and risky business. A plasma amplifier enables the plasma reactor to operate at even higher energy levels than usual. Its effectiveness is sporadic and often momentary and one marvels at the simple-minded bravery of the Ghar prepared to take the chance.

Amplifiers allow a Ghar player to employ extra order dice by temporarily adding an extra order dice to a unit equipped with one. For example, a Ghar Battle Squad normally has just one order dice like any other infantry squad, but if it activates its amplifier it becomes a MOD2 for that turn. To take advantage of this ability the player will need a reserve of order dice that can be used when amplifiers are activated. The following rules apply.

- If a Ghar unit has a plasma amplifier the player can choose to activate it at the start of the turn before any order dice are drawn. The player announces which units are using their amplifiers and places an extra command dice into the dice bag for each activated unit. Place a marker by the units that are using amplifiers so that it is clear to both sides which units are using amplifiers and which are not.
- A unit that has activated its amplifier can use one extra command dice that turn – i.e. an ordinary unit becomes a MOD2, a MOD2 unit becomes a MOD3 and so on.
- If an amplified unit attempts to use its extra dice and fails a required order test on the roll of a 10 then not only is the order failed but the amplifier is destroyed. The additional dice is removed from play immediately. The unit suffers D5 pins as the reactor's magnetic coils struggle to contain the roiling plasma threatening to cook the Ghar alive. Where no order test is needed there is no risk of this happening.
- In the Turn End Phase the first order dice removed from the unit is the additional amplified dice. When this dice is removed roll a D10. On a score of 1-5 the amplifier is burned out, the unit cannot use the amplifier again and the dice is removed from play. On a score of 6-10 the amplifier is fine and can be used again, the dice is placed aside and can be used to activate the unit in any following turn as before.



Ambush! Concord strike troopers find themselves caught in a trap laid by the cunning Algoryn.

Creatures of Antarean Space

This section of the rule book aims to briefly describe the human morphs that appear in the army lists and the various alien creatures associated with them. As well as a broad description of each morph or species we'll summarise the stats for each and cover any pertinent rules that apply. More about the background to these creatures and their various civilisations, empires and worlds can be found under The Seventh Age (page 200).

HUMAN SPECIES

Humans of one kind or another make up the predominant species of the civilisations described in this book. Within the human cultures of the PanHhuman Concord and Isorian Shard there are entire worlds inhabited by unique sub-species of humans of unusual appearance and remarkable capabilities. These sub-species are generally known as morphs. Some morphs originated upon a particular world before spreading to colonise other planets or to establish communities amongst other kinds of humans.

The majority of humans are physically unchanged since the evolution of the species upon Earth, but there are entire worlds or groups of worlds that are home to humans of distinct and sometimes bizarre appearance. Many worlds have mixed populations where humans of different kinds mingle freely. The IMTel dominated societies of the Concord and Isorian Shard make no cultural distinctions between different human morphs, for all ultimately share the common culture of the IMTel whatever their appearance or abilities.

STANDARD HUMANS

Humans from the advanced cultures of Antarean space enjoy all the advantages of living in a society run by an integrated machine-intelligence, the sole aim of which is to protect and nurture its citizens.



The inhabitants of these societies are unburdened by the necessity to work and are free to indulge their interests and dedicate their lives to whatever enterprises they wish. Not every world of Antarean space is part of such a sophisticated libertarian civilisation. Indeed, some human societies do not live upon worlds at all, but in vast floating spacecraft whose

populations rarely if ever leave them. Other worlds were settled in past ages and exist in various states of technological sophistication ranging from the advanced to the most primitive. Whilst humans from advanced cultures are likely to be fitter, stronger and better nourished than those from primitive societies, their appearance is not dissimilar. In terms of our game we represent a standard human with a stat line as follows.

Human Species	Ag	Acc	Str	Res	Init	Co	Special
Standard Human	5	5	5	5	7	7	–

The stat values for standard humans is set at 5 for what we might think of as physical characteristics such as strength and resilience, and 7 for mental characteristics such as initiative. As the game rules are constructed around the standard human type no special rules apply. The value of 5 sets a basic 'chance' against a D10 of 5 in 10 or 50% success whilst the value of 7 sets a higher level of 7 in 10 or 70%. The reason why mental stats are set higher is because this reflects the emphasis of human competence on mental powers rather than physical ability, and also because these stats are used for initiative and command, which in turn are used to take actions during the game.

Standard humans are largely stuck with their physical limitations but can improve their mental powers by training and application. If you check the army lists you will see that in most cases human troops have higher initiative or higher command stats depending on their training or cultural traits. In most cases leaders and commanders have higher stats than the men they command, although in some highly trained formations all troops share enhanced stats.

BOROMITES

The Boromites are an extreme physical morph. At some time in the past their ancestors were bio-adapted to live and work upon asteroids with thin atmospheres, low gravity and extreme temperatures. They are able to endure hostile environments more easily than any other human type, and are probably the toughest and amongst the most unusual looking of the common human morphs of

Antarean space, with their gnarly hides covered in horny nodules.



Boromites originated in the mining colonies of Borom where a rocky asteroid belt extends around the system's star in lieu of other planets. Today the Boromites have spread through Antarean space and live upon many worlds within the Concord, Isorian Shard, and beyond.

They avoid becoming absorbed into the societies they live amongst because they are almost invisible to the nanosphere of IMTel civilisations. They remain almost entirely apart from regular society, a reclusive, insular and self-governing community wherever they happen to be.

Boromites have advantages and disadvantages compared to ordinary humans with some stats that are higher than average and some lower. Boromites are burly, thickset and powerfully built creatures so their strength and resist characteristics are fixed at 6. Conversely, they are not so nimble as ordinary humans and their agility stat reflects this with a value of 4.

Human Species	Ag	Acc	Str	Res	Init	Co	Special
Boromite	4	5	6	6	6	9	–

When it comes to mental powers Boromites are task focussed creatures with an innate talent for cooperative team working, which makes them remarkably good at doing what they set out to do. We set their command value at 9 to show this. Their high command also makes them steady as a rock too! When it comes to using initiative and reacting quickly to changing circumstances Boromites are relatively poor, and their initiative value of 6 places them at a disadvantage.

ALGORYN

The Algoryn evolved upon the world of Algor and have since colonised twelve further worlds and formed an alliance with a number of other human planets. Together these diverse worlds comprise a collective called the Algoryn Prosperate.



The Algoryn are human morphs of distinctive and intimidating appearance. For a start they are taller, bigger and tougher than standard humans, which alone makes them quite imposing. On top of this they lack hair upon their heads, which are instead covered with crest-like keratinous growths.

Similar nodules of keratin form a thick scaly layer upon their necks, shoulders and forearms. This dense protective layer evolved to shield them against the harsh rays of the twin suns of Algor: Enbris and Onebris. These fierce suns, periodically bathe the planet in dangerous levels of heat and radiation, forcing the Algoryn to take shelter deep within the earth.

Human Species	Ag	Acc	Str	Res	Init	Co	Special
Algoryn	5	5	5	6	7	7	–

Algoryn have comparable stats to standard humans aside from their increased resist of 6 marking them out as big and tough. Although their mental stats are shown as a standard 7 the highly militarised nature of Algoryn society means it would be a rare adult who had no military training and a command stat of at least 8 to reflect that. Certainly amongst the main castes – or legers – of the Founders, Vectors and Optimates such a thing would be practically unheard of.

NUHU

The NuHu –a contraction of New Human – are extremely tall, long-limbed morphs with bodies that are slight or even frail. However, it is their considerable mental abilities that make them distinct from other humans.



NuHu are hyper-intelligent and possess machine-like powers of recall. This alone makes them formidable individuals, but what really sets them apart is their capacity to interact with nano-based technology.

Whilst other humans must rely upon interfaces or implanted devices to interact with the many machine intelligences of advanced Antarean societies, the NuHu can do so with their minds alone. This power is seated deep within a part of the brain that is sensitive to electro-

magnetic radiation and which forms a bond with the tiny nanites that saturate the worlds of human space.

In this way NuHu are born and grow up immersed in an environment that is part of the nanosphere. To them it is entirely normal to live co-joined lives with the IMTel (Integrated Machine Intelligence) that controls all aspects of advanced human societies. They are at the same time the masters of this technology and expressions of it, living creatures that are also part of a greater machine mind. Scarce wonder that to many ordinary humans they often appear to be living machines, cold and inhuman.

Human Species	Ag	Acc	Str	Res	Init	Co	Special
NuHu	5	6	4	4(7)	9	9	–
Nano Drone	–	–	–	–	–	–	–

NuHu are practically inseparable from the machine culture that surrounds them so the stats shown include a nano drone – boosting the NuHu's resist from a fairly fragile 4 to a standard value of 7 (as the resist bonus is derived from a hyperlight field it does vary of course).

NuHu have very high mental stats as might be expected and also good accuracy, a factor of their calculating intelligence combined with nerveless patience. Their natural resist value and strength are poor despite their size. Their limbs are delicate and lack much in the way of physical strength. Although they have strength and resist of 4 these values are likely to be enhanced by devices such as accompanying nano drones and IMTel staves.

The darkness coalesced into something that was not one creature but a great multitude of things that shifted and oozed and clattered from the morass of the many. It was the nanosphere made tangible. A heaving mass imbued with thought and energy. A nanite imago.

RENEGADE MELD

NuHu have the uncanny ability to meld their minds into a single entity – but this a dangerous practice only undertaken in cases of the utmost necessity and under conditions designed to minimise risk. Minds once co-joined in this way can never be entirely separated and entire personality collapse is always a possibility.

Only the Renegade NuHu are likely employ a meld in a combat situation, for they are driven by their own collective madness, possessed of minds that are no longer really human at all.

Human Species	Ag	Acc	Str	Res	Init	Co	Special
NuHu							
Renegade Meld	5	6	4	8(11)	9	9	Meld, MOD 2, Meld Damage
Nano Drone	–	–	–	–	–	–	–

Special Rules

Meld: The Renegade Meld is a single unit of two NuHu but it has only a single Res value. When the unit is hit calculate results against this value. If a Res test is failed then roll on the Meld Damage Chart to find out what happens. Note that a single nano-drone confers its special rules to the entire unit – i.e. to both NuHu – and the stats as shown include the default hyperlight envelope Res bonus of +3.

MOD2: The Renegade Meld is a multiple-order dice unit with 2 order dice.

Meld Damage: The Renegade Meld takes damage when it fails a Res test in the same way as a vehicle or humungous beast. The Meld has its own unique Damage Chart as shown below.

A Meld is two NuHu – itself a pretty powerful combination – but with 2 order dice and a conjoined Res value of 8 plus a default +3 from its nano-drone it becomes one of the most dangerous opponents to be found in all of Antarean space.

Its special abilities come at a hefty price, however, and it will need all of them to survive the inevitable onslaught of enemy fire. With a boosted Res of 11 it is not likely to be a heavily armoured target in most situations, especially in the open, making it vulnerable to massed fire.

So long as the meld retains its 2 order dice it can deal effectively with pins and avoid danger, but if it loses a dice it becomes vulnerable. It is a good idea to back up this unit with a reserve of army bonuses including Well Prepared and Get Up!

Renegade NuHu Meld Damage

D10	Result
1	No effect
2-3	Take 1 additional pin and go down
4-5	Take 1 additional pin and go down. MOD units lose 1 Order Dice
6-8	Take D3 additional pins and go down. MOD units lose 1 Order Dice
9	One of the NuHu falls casualty, breaking the meld. The remaining model reverts to NuHu standard stats. A MOD unit ceases to be a MOD unit, losing its additional dice. The surviving NuHu takes D3 additional pins and goes down.
10	Destroyed. The unit is destroyed and both NuHu are removed as casualties.

GHAR

The Ghar were created in ages past as soldiers in an ancient war the details of which are long forgotten even by the Ghar themselves. Their distant ancestors were undoubtedly human but they have mutated into twisted, spiteful and pitiless creatures driven by an unquenchable hatred of all humankind.



Ghar view other kinds of humanity as vermin that it is their job to eradicate. This deep-seated loathing is probably something that was built into their psyche when they were first created.

Today it motivates their entire society and dictates their relationship with all the other cultures of Antarean space. They are as pitiless in their dealings with each other as they are with their enemies. Ghar who displease their masters might be lucky to become outcasts – slaves whose lives are to be expended at the convenience of their masters.

Human Species	Ag	Acc	Str	Res	Init	Co	Special
Ghar	6	5	3	4	6	6	–

Ghar were created to fight in their formidable battle armour, enclosed within its metal shell and connected to its mechanical systems by neural plugs in their spines. The Ghar creature itself is small and feeble with strength of only 3 and resist of 4. A Ghar is quick and nimble with an agility of 6, partly a result of its diminutive size.

When it comes to mental stats the Ghar's mind is neither curious nor inventive. It is as if its creators wanted to focus the Ghar upon military duties to the exclusion of everything else. Although shown with a value of 6 for command and initiative this is variable, with highly trained Ghar troopers showing much higher stats and miserable, oppressed Ghar outcasts even lower values.

MISGENIC REJECTS

Misgenic rejects are not a human morph but the tragic and sinister consequences of inhuman experimentation by renegade NuHu. They are quite literally rejects – the failures and the discarded remnants of genetic manipulation experiments combining human and all manner of artificially engineered genes.



It is the practice of this deviant science that caused renegade NuHu to be driven into exile, forcing many to seek refuge with the Freeborn. There are many amongst the Freeborn who have

opened their arms to these refugees from the Concord. They are ever mindful of the chance of material or political gain and untroubled by trifling ethical considerations.

Misgenic creatures are attempts to create new races, powerful soldiers, great minds and willing slaves. Rejects are the twisted failures of their master's art, with bizarrely shaped and bestial bodies, misshapen limbs and clawed fingers more like animals than humans. They are poor and tragic things, neither human nor beast, whose sorry fate is to be expended in battle merely to distract, confuse and repel the enemy.

Rejects have the same base stats as humans but these can vary depending upon their misgenic abilities. In battle they are little use for anything much, although they can claw and tear at their victims with claws, beaks, fangs and whatever unnatural means of offence they have been endowed with. It would be pointless to equip such wretches with armour or weapons. Instead they are given soma grafts, mind implant controls that allow them to be driven about the battlefield like cattle.

Human Species	Ag	Acc	Str	Res	Init	Co	Special
Misgenic Rejects	5	5	5	5	7	7	Misgenic abilities
Special Rules							
Misgenic Abilities: The player can choose one of the following abilities before the game. In addition, the unit can have further randomly generated qualities at extra points cost as described in the army list entry. Make the random roll for extra abilities at the start of the game when the unit is deployed or when it receives its first order where not deployed at the start of the game. If you roll a duplicate result you can choose a different ability or just add the two together, for example 2x Gnarly Hide = +2 resist.							
D10	Result						
1	Inexplicably Violent – fights with +1 attack in hand-to-hand combat						
2	Gnarly Hide +1 resist						
3	Bulging Muscles +1 strength						
4	Lightning Reflexes +1 initiative						
5	Piercing Scream – gains a shooting attack with 10" effective range and strike value of 0.						
6	Belches Acid – Strike value of 1 in hand-to-hand fighting						
7	Exudes Noxious Vapours – hand-to-hand opponents must re-roll all successful hits.						
8	Mesmerising – any enemy unit within 5" must take a command test to receive an order even if it has no pins and suffers an additional –1 penalty to its command value.						
9	Cunning Leader – if the unit already has a leader the leader has command and initiative values of 8. If the unit has no leader then it gains a leader with the base command and initiative values for the unit.						
10	Choose one of the above qualities.						

LAVAN SPECIES

It is likely that the Lavan species were native to the Borom asteroid belt and became associated with Boromites as a result. They are strange, silicate-based creatures, with fiery metabolisms and an appetite for certain kinds of rocks and minerals.

Although varying in appearance the different Lavan species are effectively different diverse forms of the same creature, with some growing into one form and some another. Occasional and rare forms are known but quite why some hatchlings grow into one kind and some a different type is perhaps only understood by the Boromites – and perhaps not even by them!

The Boromites keep, breed and make use of these creatures as part of their mining operations and to some extent simply as pets. Lavan creatures are fitted with technological implants that allow the Boromites to monitor them and control them to a degree.

LAVAMITES

Lavamites or 'rock dogs' are six legged creatures whose outer shells are formed of thick, silicate plates. They are used in Boromite mining operations to explore for minerals. Their natural ability to tunnel through solid rock



in search of the ores upon which they feed makes them extremely effective in this role.

Using living lavamites instead of more sophisticated drones enables the Boromites to keep many of their less savoury operations secret from the IMTel of others. Lavamites are ferocious creatures, but the Boromites are able to control them using implants fastened into their hides. Their fiery digestive systems can melt rock. When suitably goaded lavamites can spit molten lava.

Lavan Species	Ag	Acc	Str	Res	Init	Co	Special
Lavamite	4	7	7	8	6	5	Lava Spit, 3 Attacks SV2
Special Rules							
Lava Spit: A lavamite can spit as part of point blank shooting during an assault. This is treated exactly as if the lavamite were armed with a weapon, although it is the creature's own molten digestive juices that are 'shot'. Lavamite spit has a strike value (SV) of 2, i.e the same as the lavamite's hand-to-hand SV. Lavamites can only spit when point blank shooting and not at other times.							
3 Attacks SV2: In hand-to-hand fighting a lavamite makes 3 attacks with a strike value (SV) of 2.							

Lavamites are pretty much made of rock and consequently their physical characteristics are all suitably high value apart from agility (Ag). Agility is not too bad though and no worse than the creatures' Boromite masters in any case.

With high strength and resist values together with the lava spit, 3 hand-to-hand attacks and a strike value of 2 they are deadly in an assault.

Lavamites were never gifted with much by way of intelligence and what brains they began life with are likely to be compromised by Boromite neural implants. Initiative and command values are low compared to humans; however, this is not a problem when controlled by a Boromite handler. If their handler is killed they are easily driven to ground or forced to flee, either failing command checks or quickly auto-breaking thanks to their low command value.

LAVAMITE ROCK BROOD

The stats given for lavamites are typical of these creatures in general. However, by feeding hatchlings upon especially digestible rocks it is possible to augment their abilities somewhat.

These fine examples of their kind are known as Rock Brood. Boromite handlers take great pride in such creatures, competing to produce beasts of prodigious size, different colours, and endearing temperament. Rock brood are also faster than the usual kind of beast and sometimes handlers resort to riding a suspensor platform to keep up!

Rock brood have the same basic stats as ordinary lavamites but more attacks and a high strike value as well as the rapid sprint rule. If units have the rapid sprint rule their handler may have difficulty keeping up, but so long as he remains in formation the individual models can move up to the distance allowed. If a handler is mounted on a suspensor platform he will be able to keep pace with his pack more easily.

Species	Ag	Acc	Str	Res	Init	Co	Special
Lavamite Rock Brood	4	7	7	8	6	5	Lava Spit, 4 Attacks SV3, Rapid Sprint

Special Rules

Lava Spit: A lavamite rock brood can spit as part of point blank shooting during an assault. This is treated exactly as if the lavamite were armed with a weapon, although it is the creature's own molten digestive juices that are 'shot'. Lavamite rock brood spit has a strike value (SV) of 3, i.e. the same as the lavamite's hand-to-hand SV. Lavamites can only spit when point blank shooting and not at other times.

4 Attacks SV3: In hand-to-hand fighting a lavamite rock brood makes 4 attacks with a strike value (SV) of 3.

Rapid Sprint: When a lavamite rock brood sprints instead of moving a 15" 3M move it makes a 20" 4M move – i.e. 4 times its normal move rate.

HATCHLINGS

Lavan hatchlings are the first hatch stage of the Lavan creature. As the hatchling grows it moults its stony exterior shell and from it emerges a new, larger and sometimes quite different secondary stage juvenile.

Most hatchlings mature into lavamites, moulting and shedding their outer shell several times during the process.

Some just keep growing and gradually become creatures of vast size and awesome appearance. Hatchlings are tiny when they first emerge but quickly expand until they are ready for their first



moult. This means hatchlings can be various sizes all mixed up together.

Normally all the hatchlings that emerge at about the same time will swarm together around a Lavan brood mother for protection, feeding off the rich nutrients to be found upon her rough gritty skin. Boromites have mastered the art of breeding and raising all kinds of Lavan creatures and often adopt hatchlings as pets, studding their stony hides with precious gems and glittering minerals. Less sentimentally, they also use hatchlings as the basis for micromite probes by scooping out their brains and substituting a nano-net.

Hatchlings are so small that it would be impractical to give stats to individual creatures. The values shown are for a swarm of hatchling creatures. Quite how many make a swarm

Lavan Species	Ag	Acc	Str	Res	Init	Co	Special
Hatchling Swarm	5	7	7	7	6	5	Lava Spit, 3 Attacks SV1

Special Rules

Lava Spit: A hatchling swarm can spit as part of point blank shooting during an assault. This is exactly the same as for a lavamite except that hatchling spit has a strike value (SV) of 1.

3 Attacks SV1: In hand-to-hand fighting a hatchling swarm makes 3 attacks with a strike value (SV) of 1.

is anyone's guess and depends upon the size and maturity of the hatchlings as much as anything. As mere babies hatchlings have a lower resist (Res) than adult lavamites, but what they otherwise lack as individuals they make up for in terms of sheer mass. Being younger and tinier than grown up creatures they are also a bit more nimble and have an agility (Ag) of 5 to reflect this.

LOCOMITES

Locomites or 'rock steeds' are just one of the Lavan creatures that sometimes develop from a hatchling brood. They are similar in general morphology to lavamites but taller and more slender. They tower over the squat lavamites, which cower before them, recognising perhaps a creature of superior size and intellect. Boromites make use of these creatures by adapting them to ride or sometimes to carry or pull loads. As locomites are if anything even more violent and intractable than ordinary lavamites it is necessary to implant powerful neural transmitters into their stubborn silicate brains to make them suitably obedient. Boromites also like to race these creatures and vast sums are often staked on the outcome.

Lavan Species	Ag	Acc	Str	Res	Init	Co	Special
Locomite with Boromite rider	4	5	8	7	6	9	1 Attack SV2, Rapid Sprint, Large

Special Rules

1 Attack SV2: In hand-to-hand fighting a Locomite makes one attack with a strike value (SV) of 2.

Rapid Sprint: When a locomite sprints instead of moving a 15" 3M move it makes a 20" 4M move – i.e. 4 times its normal move rate.

Large: A locomite together with its rider is classed as large.

We have given the stats for a locomite together with its rider but without additional equipment such as armour. Stats for riders and creature mounted units are usually an amalgam of the higher value stat for each, and in the case of our rock steed and rider this gives us a high starting point for strength and resist thanks to the locomite itself. Agility is not a strong point for Lavan creatures or for Boromites and the value of 4 reflects this. The accuracy value comes from the rider, and as locomites do not spit lava like lavamites it is used only for shooting whatever weapons the rider carries. Mental characteristics are those of the rider. The locomite itself has a single hand-to-hand attack in combat with a strike value (SV) of 2. This is in addition to the rider's own attack or attacks, which makes the combination pretty formidable in an assault. The locomite moves at the same pace as other units when it makes an advance or a standard run, but instead of moving 15" when it sprints it moves 20", a considerable advantage that often makes it possible to initiate an assault at an advantage.

"What manner of creature would willingly step beyond the Gates of Antares into worlds of which we know nothing? It is against all reason. It is beyond the scope of every predictor. It defies analysis. It is – in a word – insane."

Yu Hamnu, Concord Mandarin

BROOD MOTHER

The Brood Mother – or Matronite to give the creature its proper name – is the largest and most extraordinary Lavan species of them all. Yet it begins life as a hatchling quite indistinguishable from its siblings, and it is only its extraordinary capacity for growth than comes to mark it out as a species of a vast and different kind.

The matronite is the breeding stage of all Lavan creatures so it is tempting to think of it as 'she'. However, Lavan creatures have no gender as such and there is no male equivalent of the Brood Mother. Although Brood Mothers are usually described as laying 'eggs' this is also slightly deceptive as the eggs in question, though spherical and egg-like in appearance, also have tiny legs which they employ to scuttle off into cracks and crevasses deep within the rock where they incubate for anything from a few days to years and possibly even centuries.

When eggs hatch the small hatchlings gravitate towards a Brood Mother and feed upon the gritty flakes of scale that she sheds for this purpose.

Brood Mothers are so vast that Boromites make use of them to pull heavy loads as well as to wage war, carving out fighting compartments within the beast's stony hide to carry men and weapons. Normally a placid and gentle creature, suitably powerful neural implants are used to goad the Brood Mother into a savage killer.

Lavan Species	Ag	Acc	Str	Res	Init	Co	Special
Matronite Brood Mother with Boromite crew	5	5	10	15	7	9	MOD2, 1 Attack SV4, Slow, Large
Special Rules							
MOD2: The Brood Mother is a multiple-order dice unit with 2 order dice.							
1 Attack SV4: In hand-to-hand fighting a Brood Mother makes one attack with a strike value (SV) of 4.							
Slow: The Brood Mother is slow with a M of 2.5".							
Large: A Brood Mother is large. Yes, I know it is rather obvious, but it needs to be said none the less!							

The stats shown are for a Brood Mother and a crew of Boromites without the addition of further equipment. The Brood Mother is a Humungous Beast unit and the crew's role is simply to operate any weapons and direct the creature by means of neural implants much as if it were a vehicle. The stats are a mix of its crew's abilities (Acc, Init and Co) and those of the creature itself.

The Brood Mother's agility (Ag) is relatively high for a Lavan creature but doesn't mean it is especially nimble, it is more a case that it can either step on most things in its path or, failing that, barge them out of the way. With a strength of 10 it usually manages to strike its enemy and with a strike value of 4 it is capable of crushing most armoured targets. Its resist value of 15 is a testament to its thick stony skin and physiology built to withstand the most rugged environments in Antarean space.

As a Humungous Beast damage against it is resolved using the appropriate damage chart (see page 37). The Brood Mother is a MOD2 unit, which means it has 2 order dice, helping to offset its lumbering gait.

MHAGRID SPECIES

Mhagrids are creatures native to the world of the Mhagris, a planet of scalding deserts, ancient ruins of fallen cities, and sparse cactus-like vegetation. Mhagrids are adapted to extreme aridity in a fiercely competitive environment where all living things must kill to survive. They are for the most part flying creatures that come in all shapes and sizes from tiny creatures a few inches long to monsters as large as a vehicle.

The common domesticated mhagrid is simply known as a skark and sometimes the same term is used loosely of all creatures of a broadly similar type regardless of their size or species. In that sense the term 'skark' is comparable to 'bird', which is to say a very large and diverse group of creatures that share a common ancestry. Skarks bear some resemblance to a dragonfly although they are in other respects entirely alien. The feral human population of the planet has domesticated or at least tamed various Mhagrid species as beasts of burden as well as food animals. Other wild varieties are hunted either for food or for their shells and other body parts, which are put to all sorts of uses from building materials to medicine.

SKARK

Feral warriors of the Mhagris ride skarks in their long-ranging raids against rival tribes and often clash in the scalding desert air. The Mhagris have fallen under the domination of the Oszon Mercantile League. The League, an alliance of Freeborn Varda led and dominated by the Oszoni, gladly makes use of Mhagris warriors, recruiting them into their own forces and training and equipping them to fight as mercenaries on their masters' behalf. Amongst those warriors are entire formations of skark riders, their creatures variously upgraded and pacified with appropriate neural grafts, yet losing none of their native ferocity or endurance.

Mhagrid Species	Ag	Acc	Str	Res	Init	Co	Special
Skark with rider	5	5	5	5	7	8	3 Attacks SV1, Fast, Large
Special Rules							
3 Attacks SV1: In hand-to-hand fighting a Skark makes 3 attacks with a strike value (SV) of 1.							
Fast: The Skark is fast with a move rate M of 10".							
Large: A skark together with its rider is classed as large.							

We have given the stats for a skark mounted unit together with its human rider but without equipment such as armour. The stats for a mount reflect the combined abilities of rider and mount, and in the case of a skark these are comparable to its rider in terms of its strength and resist value, whilst the rider contributes the mental stats and accuracy. As only the most daring warriors ride skarks the command value is set at 8, somewhat above the raw average for humans.

The skark is a ferocious animal with three attacks, which makes it dangerous in hand-to-hand fighting against human opponents. This is in addition to the rider's own attack or attacks. The skark's most useful quality, however, is its prodigious speed, carrying its rider quickly across the burning deserts of its home world and the battlefields of Antarean space.

MELD SKARK

The meld skark is a rider and skark mount melded into a single entity by a Renegade NuHu, an abomination of science and living nightmare for the creatures so conjoined.

The largest and most monstrous species of skark are chosen together with the most renowned warrior chieftains of the Mhagris – who perversely regarded the procedure as a great honour! The skark is a lithe and lightly-built winged creature, but none the less deadly for all that. It is temperamental, wilful and hard to control, and the melded creature combines these characteristics in a broiling maelstrom of fragmented consciousness.

The Meld Skark forms a humungous beast unit together with its rider who shoots and takes part in assaults using whatever weaponry he has. Meld Skark riders are likely to be especially good fighters and contribute the leader special rule, enabling the unit to re-roll failed resist tests (some riders may be even more able leaders giving them multiple re-rolls).

The unit’s stats reflect the mix of warrior and monstrosity with the creature’s high strength and resist values and its rider’s mental qualities. Otherwise, values are shown without the benefit of equipment such as armour.

Mhagrid Species	Ag	Acc	Str	Res	Init	Co	Special
Meld Skark with rider	5	5	8	7	7	8	Leader, 6 Attacks SV2, Fast, Large, Savage Strike
Special Rules							
Leader: The Meld Skarks rider is a high-status warrior with the leader special ability allowing re-rolls of failed resist tests.							
6 Attacks SV2: In hand-to-hand fighting a Meld Skark makes 6 attacks with a strike value (SV) of 2.							
Fast: The Meld Skark is fast with a move rate M of 10”.							
Large: A skark together with its rider is classed as large.							
Savage Strike: The Meld Skark’s instincts are to pounce upon its victims as soon as it sees them! If the unit is attempting to make an assault it will always pass the order test on any roll other than a 10 regardless of any modifiers that otherwise apply.							

“You do not understand!” She almost laughed as she said it.
“It is not possible for the IMTel to make an incorrect prediction. Do you not see? The IMTel is never wrong!”

Yu Hamnu



Take cover! A Concord Strike Force runs the gauntlet of enemy fire.

Special Rules for Units

This section lists all of the special rules that apply to **units**. Some special rules are included within the main body of the text where they have broad application, in which case a summary is given here together with a suitable page reference. Special unit rules are all those rules noted in the special rules column of the army list entries, or which can be added to those entries by means of an upgrade of some sort. Note that special rules that apply specifically to **weapons** are covered as part of the descriptions of those weapons or elsewhere in the rules. Special unit rules are listed in alphabetical order for ease of reference.

ATTACKS/SV

Some kinds of creature or machines can make more than one attack in hand-to-hand fighting and/or have an enhanced strike value when they attack. E.g. lavamite models can make 3 attacks each and have a strike value of 2. Some mounts also make their own attacks in addition to any attack their riders have, in which case this is shown separately on the unit's stat line. This is explained for the relevant entries in the Creatures of Antarean Space section and the rule is summarised below.

Where a model has either multiple attacks or an enhanced strike value in hand-to-hand fighting this is shown in the special rules column of its stat line as 2 Attacks SV2 where it has two attacks and a strike value of 2 for example.

COMMAND

A command unit always includes a commander model with the **command** special rule as indicated on the commander's stat line.

If a commander model is within 10" of a friendly unit, that unit can use the commander's command (Co) stat to take any Co based test instead of its own. Where two or more commanders can potentially do this use the highest stat.

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

CRAWLER

A crawler is a vehicle or other machine that crawls about or scuttles on mechanical legs, for example a Ghar Scutter. Most Antarean vehicles are propelled by suspensors enabling them to hover above the ground surface, but crawlers must physically walk along the ground itself. This means they are adversely affected by some kinds of terrain that most vehicles can glide over easily, most obviously open water.

Crawlers are not suspensored machines and are therefore restricted when moving over certain terrain types as described in the terrain section.

Crawlers cross obstacles in the same way as heavy weapon teams. Hence they cannot cross at a run (2M+) and must test to cross at advance rate (M). See Crossing Obstacles, page 22.

DISRUPTOR

The disruptor rule is a special weapon rule that affects Ghar Disruptor weaponry. The rule is included as a special rule in the relevant units stats as a helpful reminder. See the separate entry alongside the descriptions of these weapons, page 79.

FAST

Fast units move at double pace, i.e. at 10" per advance move rather than 5" and 20" for a run instead of 10". This is explained fully in the Movement section on page 18.

When shooting at a fast target that has a current run order any hits scored must be re-rolled. These units are moving so quickly that it is much harder to draw a bead on them, making them correspondingly harder to hit. See Shooting, page 29.

Fast units with a current run order are allowed to break off from an assault after point blank shooting has been worked out. When fast units consolidate after breaking off an assault they are allowed to move through the opposing enemy unit. This is explained fully in the section on Assaults, page 41.

FOLLOW

The follow rule is given to especially competent or highly trained commanders, heroic characters or leaders of particular note. This is indicated as a special rule on the model's stat line.

When a leader model with the follow rule gives his unit an order then, in addition to his own unit making the appropriate action, any other friendly units within 5" of the model can make the **same** action assuming they have **no pins** and are otherwise able to make the action.

When activating multiple units in this way the player begins by placing the order dice for the leader model's own unit. A dice is then drawn from the dice bag for each of the following units and placed beside them to show which units are to be activated.

The model's unit makes its action first. After this is complete the player chooses any one of the other activated units and follows with the same action. Once this unit has completed its action the player chooses another and so on until all have taken their action.

When several units are activated at once in this way, their actions are always resolved one after the other as if their order dice had been drawn one at a time from the dice bag. Each unit's action is entirely separate and is resolved and can be reacted to in exactly the same way as if the unit had drawn the order dice from the dice bag in the usual fashion.

Note that the relatively short range of the follow special rule means that it is most often used for activating two or at the most three units at a time. E.g. a command unit flanked by an infantry unit either side.

HEAVY

The heavy special rule indicates heavy equipment and generally speaking refers to heavy weapons in the army lists. In principal it would also apply to any kind of heavy equipment, machine, cargo or load.

If something is 'heavy' its movement across obstacles is restricted as described in the Movement section on page 22.

Heavy equipment cannot cross an obstacle whilst moving at run rate (2M). Heavy equipment cannot cross an obstacle at run rate even where it begins the move in a defended position behind the obstacle and where a run is normally permitted without recourse to a test.

Heavy equipment can only cross an obstacle whilst moving at an advance move rate (M). An agility test is required to cross. See page 20.

Heavy weapons that suffer hits from shooting or hand-to-hand fighting will only fail a resist test on a roll of 10, regardless of modifiers. If this is failed a roll is made on the appropriate damage chart to determine the effect (page 37).

HERO

Some individuals are given the **hero** special rule enabling them to inspire other units in the thick of the action. This is indicated as a special rule on the model's stat line.

Often heroic individuals will also be commanders, although not invariably so.

If a heroic model is within 10" of a friendly unit, that unit can use the heroic individual's initiative (Init) stat to take any Init based test. Where two or more heroes can potentially do this use the highest stat.

Note that initiative is used to test reactions so units close to heroic individuals are more likely to pass reaction tests.

HIGH COMMANDER

A Ghar High Commander is amongst the greatest of all the Ghar race, a mighty conqueror and undefeated warlord who will perhaps one day rise to the exalted position of Supreme Commander! The following rules apply to the Ghar High Commander.

The Ghar High Commander can re-roll every failed resist test once. Leaders are limited to 1, 2 or 3 re-rolls at a time as explained under the Leader special rule, but the High Commander re-rolls every failed resist test no matter how many. He can still only re-roll each failed result once of course – he might be High, but he's not omnipotent!

The Ghar High Commander can use his command, hero and follow special rules on any units including Outcasts should he choose to so favour the miserable undeserving wretches.

INFILTRATORS

Troops that are trained or expert at espionage or reconnaissance techniques may be given the **infiltrators** special rule. This allows a unit to make an initial move from its deployment zone before the first turn of the game. If a unit is appropriately armed it also allows it to sow a minefield on the tabletop before the game begins. The following rules apply.

If a unit has the infiltrator rule and is deployed on the tabletop at the beginning of the game then it is allowed to make a special pre-game run action. Make a run action as if the unit had been given an order dice. If the unit is able to make a sprint then it is allowed to do so, testing for exhaustion at the end of the move in the usual way.

If both sides have units that are able to infiltrate then put an order dice in the bag for each unit and draw them out one at a time. The player whose dice is drawn chooses and moves one unit of infiltrators, another dice is drawn and unit moved, and so on until all have moved.

When infiltrators make their run move they cannot move to within 10" of enemy units already on the table. This includes enemy infiltrators that have made their own infiltration move.

Infiltration moves take place before the first turn of the game and are considered to be part of deployment. Armies are not fully deployed until infiltrators have moved, assuming they wish to do so. This is important because in some scenarios armies suffer sonic attacks once deployment is complete and before the first turn of the game. Other events are also sometimes worked out at the completion of deployment. In such cases infiltrators move before these things occur.

If infiltrators are armed with grenades that can be used to lay a minefield the player can place a minefield on the table at the start of the game. Work this out for each unit once it has made its pre-game run move. The player takes a mine marker and places it anywhere within the player's half of the table. Mines cannot be laid within 10" of enemy units, but can otherwise be laid anywhere within the player's own table half. Minefields don't have to be placed near the unit laying them as we assume the mines have been positioned at some previous time. Once a mine marker is placed no other mine marker can be positioned with 5" in the same way as described for mine laying during the game. See page 86.

If infiltrators do not start the game already deployed on the battlefield they get no benefit from their infiltrator rule, don't get the bonus run move, and cannot lay mines. This includes all units that enter the battlefield during the first turn as well as units entering subsequently. Only units deployed onto the table at the start of the game can infiltrate.

LARGE

Most models that are substantially larger than a human infantryman are given the large special rule. This includes all mounted units, vehicles, heavy weapons and humungous beasts described in the rule book. It also includes other types of unit in some specific cases, for example Ghar Troopers are considered to be large on account of their lumbering battle armour even though they are infantry.

Large models are not defined strictly in terms of their height but rather in terms of their overall bulk and to some extent their lack of general mobility. Some models designated as large are not necessarily very tall, but they might be extremely bulky or cumbersome or otherwise not terribly nimble. Conversely some quite big models are not given the large special rule because they are deemed to be relatively lithe or mobile, such as NuHu. The following rules apply.

Units of a type that can normally sprint when they run cannot do so if they are large **unless** they are also fast. Note that

many mounted units fall into this category. Large units that are not also fast cannot sprint. See Movement, page 20.

Large models testing agility (Ag) to move through difficult terrain reduce their movement to half if they pass their test except on a roll of 1 and may not move at all if they fail. On a roll of 1 they move at full pace, whilst on a roll of 10 they not only don't move but also suffer a pin in addition. See Movement, page 23.

When drawing line of sight (LOS) to or from large models any 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.

Models that have the large special rule get no cover bonus to their resist (Res) value when shot at because they are considered to be too big, bulky or inflexible to shelter effectively within cover. This is one of the downsides to being a large target. See Shooting, page 32.

Models that are large cannot enter buildings designed for normal human use. However, large weapon drone units and weapon team units with large weapons can be emplaced inside such buildings when they deploy at the start of a game as described in the Buildings rules, page 59.

LAVA SPIT

A lavamite can spit as part of point blank shooting during an assault. This is treated exactly as if the lavamite were armed with a weapon, although it is the creature's own molten digestive juices that are 'shot'. This is explained in the relevant entry in the Creatures of Antarean Space section and summarised below. See page 129.

Lavamites can 'shoot' a lava spit during point blank shooting. They cannot otherwise 'shoot'. Lava spit has a strike value of 2.

LEADER

Leaders represent battle-hardened individuals with strong survival instincts and perhaps more than their fair share of luck. Unit leaders and characters have the **leader** special rule, enabling them to avoid danger in the midst of battle. This is indicated on the model's stat line as a special rule. The following rules apply.

If a model has the leader special rule then instead of becoming a casualty when it fails a Res test the test is re-rolled and the model only falls casualty if this second test is also failed.

A model with the standard leader rule can re-roll **one** failed Res roll at a time. A model that takes two hits and fails both of them will always fall casualty because it can only re-roll one of the dice and the other fail will invariably 'kill'.

A model with the leader 2 rule can re-roll **two** failed Res rolls at a time. So, a model that takes two hits and fails both can re-roll both again.

A model with the leader 3 rule can re-roll **three** failed Res rolls at a time. So, a model that takes three hits and fails all three can re-roll all three again.

Leaders 2 and 3 have the advantage of being able to re-roll more failed Res tests at once. However, remember it is not allowed to re-roll a re-roll no matter how many theoretical re-



Lavamites rampage through the undergrowth in search of prey.

rolls a model might have. A leader 3 that suffers one hit and fails the Res test can still only attempt one re-roll.

LIMITED AMMO

The limited ammo rule is a special weapon rule rather than a unit rule, but it is included as a special rule on the stat line of units that are affected as a helpful reminder. It affects Ghar lugger guns and disruptor bombers. See the descriptions of those weapons for details, pages 73 and 77.

MEDIC

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

Medic units can only attend human casualties and not machines or non-human creatures such as Lavamites or Meld Skarks.

Any friendly unit within 5" of a medic unit, including the medic unit itself, can re-roll one failed Res test each time it is shot at, fights hand-to-hand, or otherwise suffers damage.

If a unit is within 5" of two or more medic units then it can re-roll one failed Res for each medic unit within range.

Medic re-rolls can be added to re-rolls from sharded medi-probes and medi-drones, so a unit within range of a medi-drone, a medi-probe and a medic gets three re-rolls.

Remember - a re-rolled Res test cannot be re-rolled a second time not even if a unit is entitled to multiple re-rolls due to the presence of multiple medic units or for any other reason.

MISGENIC ABILITIES

Misgenic abilities are the consequences of genetic experimentation by renegade NuHu. Specific abilities are generated from a random table. These abilities, generator tables, and rules are covered both in the Creatures of Antares section on page 128 and in the Misgenic Reject entry of the Freeborn army list on page 196.

Delicate suspensor fields are able to give a holographic projection the illusion of reality – replicating the weight, texture and touch of an actual object, machine or even living creature. This common technology is used to create graphic interfaces that exist only as projections, interfaces that can be readily summoned at will and dismissed when no longer required.

MULTIPLE ORDER DICE (MOD)

Units that have more than one order dice are referred to as multiple order dice or MOD units. They have the MOD 2 or MOD 3 special rule to show how many order dice they have at the start of the game. See page 17 for further explanation of how orders are given to MOD units. The following is a summary of the key points.

A MOD unit contributes its MOD number of order dice to the dice bag. When a dice is drawn from the dice bag the player can use it to activate any MOD unit that has not yet reached its order dice limit.

A MOD unit is always treated as making the action corresponding to the **most recently placed** order dice.

Down Actions

If a MOD unit makes a down action this doesn't stop it receiving further orders from remaining order dice.

If a MOD unit has one or more down orders at the turn end phase make all recovery tests at the same time, applying the same modifiers. Put successfully recovered order dice back in the dice bag, and remove pins from the unit in accordance with recovery results.

If a MOD unit begins a turn with only down order dice, down becomes its current order until it receives a further order and makes a different action.

Ambush Actions

An ambush order applies in the usual way until a further order is given. The ambush ceases to apply as soon as a different order is given because the most recent order is always current.

If a MOD unit has pin markers and a current ambush order it can optionally be given a subsequent ambush order without making an order test and **without** removing a pin (enabling it to stay on ambush).

Losing Order Dice

Damage chart results can cause MOD units to lose order dice, i.e. reducing a MOD3 to MOD2 or knocking down a MOD2 to a single order dice.

When a MOD unit suffers loss of order dice remove any dice that remain in the dice bag first. If no dice remain in the bag remove any dice that are not the unit's current order, leaving the current order as the default remaining dice.

A MOD unit can't lose its last order dice as a damage chart result. Once a MOD unit has only one dice left it is no longer a MOD unit and therefore can't lose further dice in this way.

OUTCASTS

Ghar Outcasts are the lowest of the low in Ghar society and possibly even lower than that. They have been robbed of any status amongst their kind and condemned to undertake the most menial and dangerous of tasks. Fighting as an Outcast is a sentence that few survive and even fewer escape from to regain their former lives. All Ghar Outcasts have the Outcast special rule.

If a command unit has the Outcast rule then its command, hero and follow special rules only apply to other Outcast units and not to units that are not Outcasts.

If a unit has the Outcast rule then it cannot benefit from the command, hero and follow special rules of non-Outcast units apart from a Ghar High Commander. See High Commander, page 134.

PLASMA REACTOR

The Ghar plasma reactor is a volatile and unpredictable power source. The following rules apply to units with the plasma reactor special rule.

Any lucky hits scored against the unit are not only allocated by the player who scored the hits but also automatically strike the target model's plasma reactor.

If the resist (Res) test against the lucky hit is failed then the reactor explodes in a spectacular manner and a wave of plasma energises the reactors of other surviving models in the unit, potentially causing their reactors to explode too.

If a plasma reactor is hit and explodes roll a D10 for each surviving plasma reactor equipped model in the unit. On the roll of a 10 that model's reactor also explodes and the model becomes a casualty or suffers damage if it is a vehicle.

There is no need to make further tests on account of secondary reactor explosions, only on account of explosions resulting from lucky hits.

Note that Res tests can sometimes be re-rolled. For example Ghar Leaders can re-roll a failed Res test because they have the Leader rule. This means they can re-roll a Res fail following a lucky hit and hopefully avoid a reactor explosion. Perhaps Ghar leaders are sensible enough to ensure their machines get priority when it comes to servicing temperamental reactors!

RAPID SPRINT

Some creatures have the rapid sprint special rule, notably locomites ridden by Boromite Rock Riders. In cases where a unit has the rapid sprint rule due to its equipment this is also included in its stat line, for example a Boromite Matriarch riding a suspensor platform. The following rule applies.

If a creature has the rapid sprint rule then instead of sprinting at three times its M rate (3M) it can sprint at four times its M rate (4M). For example, it would make an advance move of 5" and run 10", but sprint 20". Note that even a large model that is normally unable to sprint can sprint (4M) if it has the rapid sprint rule.

SAVAGE STRIKE

This special ability is reserved for creatures that are innately ferocious and inclined to strike at the enemy as soon as they get a chance! An example of such a beast is the Mhagris Meld Skark, a creature of unrestrained savagery that has evolved to

pounce upon its prey without a moment's hesitation. The following rule applies.

If a unit has the savage strike special rule then when launching an assault it will pass any order test required on any roll other than a 10 regardless of any modifiers that otherwise apply.

SCRAMBLE PROOF

Some primitive cultures use mechanically operated equipment unaffected by armaments that target structural suspensors or nano-connectivity. This equipment is described as scramble proof. Of the races and equipment described in this book the Ghar are the only ones to employ such archaic contraptions. In principal the rule would apply to all mechanically constructed and operated vehicles or machines with human or other living crew. The following rules apply.

If something is scramble proof it is not affected in any way by scrambler munitions. See page 88.

If a vehicle is scramble proof then it is affected by scoot munitions even though vehicles are not normally affected by scoot. Scoot affects the cognitive abilities of living creatures, and scramble proof vehicles rely on living crew to function. See page 88.

If something is scramble proof a subverter matrix cannot affect it. See page 122.

SELF REPAIR

Most vehicles and weapon drones have the option to include a self-repair unit, one or more small engineering ectosites that can trace faults and make repairs to the machine's systems. If a vehicle or weapon drone has the self-repair rule then it can attempt to repair damage that has caused it to become immobilised or which has caused its weaponry to malfunction. This works as follows.

The player declares the unit is making a self-repair and gives the unit a **rally** order. The unit must make a rally action and must have no pins once this action is complete. If the action fails to remove all of a unit's pins it cannot make a self-repair at that time.

If the unit has no pins once the rally action is complete it may attempt one repair, either to repair immobilisation or to repair one malfunctioning weapon. The player declares where the repair is being made and rolls a D10. On the roll of a 1-5 the repair is proving time consuming and is not successful. On the roll of a 6-10 the repair has worked and the vehicle or drone is either no longer immobilised or the malfunctioning weapon is now working again.

SHARD

A sharded unit is a group of otherwise separate models that are treated as one unit for orders and which have only one order dice. Probes are always sharded units allowing individual probes to move independently about the battlefield. See page 11.

When a shard receives an order every individual unit in the shard makes the same action. In the case of probes this is always **run**. See page 14.

Sharded units never take pins. This means they do not need to take order tests. Where a test is otherwise required, as in

some scenarios where units must test their command to deploy, sharded units are assumed to pass without testing. See page 15.

Sharded units are always considered to be one unit when it comes to working out proportions of a force for purposes of scenarios and calculating winners. See Scenarios, page 140.

When deploying shards as part of a scenario all the models in the shard are deployed at the same time within the same deployment zone where appropriate. See Scenarios, page 140.

SLOW

Slow units move at half pace, i.e. at 2.5" per advance move rather than 5", and 5" run move rather than 10". In most cases slow units are large, cumbersome machines or creatures that are also MOD 2's or 3's (see Multiple Order Dice). This means that although they are slow they can potentially move twice or three times during the turn. See the Movement section for a full table of move distances for slow units.

SNIPER

The sniper special rule is reserved for units that are expert in the arts of deception and subterfuge. Such units are often specialised shards of human and machine, focussed solely upon their deadly task. The following rules apply.

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

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

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

TRANSPORT

A vehicle capable of transporting troops is indicated by the transport special rule on its stat line. The number of human-sized models that the vehicle can carry is shown as Transport 10 where ten models can be carried, Transport 20 where 20 models can be carried, and so on. Most of the tactical transporters included in the army lists can take ten models at a time.

The rules for carrying troops, embarking, disembarking and working out what happens when transporters are destroyed are covered in the Vehicle section of the Armoury on page 95.



Scenarios

The Antares game can be played between two opposing sides, each side comprising one or more players in a regular head-to-head style of play. The game can also be played between two or more opposing sides with a third party games master or umpire.

These are two different approaches. The first requires little preparation and can be played on the basis of simply turning up with a suitable force. This is sometimes described as a competitive, tournament or club style of play. The second method is closer in approach to a role-playing game, where an impartial games master creates a scenario and runs the adventure, implementing or improvising rules if he feels the need, working out the back story, and setting objectives for the players.

This second method obviously takes more effort to prepare and calls for a different attitude from the players. It's more about working through the story to find out what happens than simply winning or losing. Most importantly, when a games master is running things he can change rules or impose new ones should he feel the need. In a games master run game there is only one unbreakable rule – the games master is always right! This places a great deal of responsibility for the outcome of the game on the games master. The games master can't win or lose as such, his job is to make sure everyone involved has a good time.

In recent years the tournament style approach has become so much the norm amongst tabletop gamers that I suspect many players will have no experience or expectation of anything else. The following scenarios are primarily designed for this head-to-head style of play, which will no doubt suit the tastes of the majority of players.

We shall also give consideration to those who wish to approach their games in terms of telling stories, of creating a shared setting, and launching a cast of characters upon the stage of battle. For this reason we have included some scenarios based upon games we have fought and which take a more narrative approach, requiring a games master in some cases. Both styles work perfectly well and it is easy enough to mix elements of role-playing and story telling into the regular head-to-head scenarios too. These things are entirely a matter of choice and there is no need to stick to any one method.

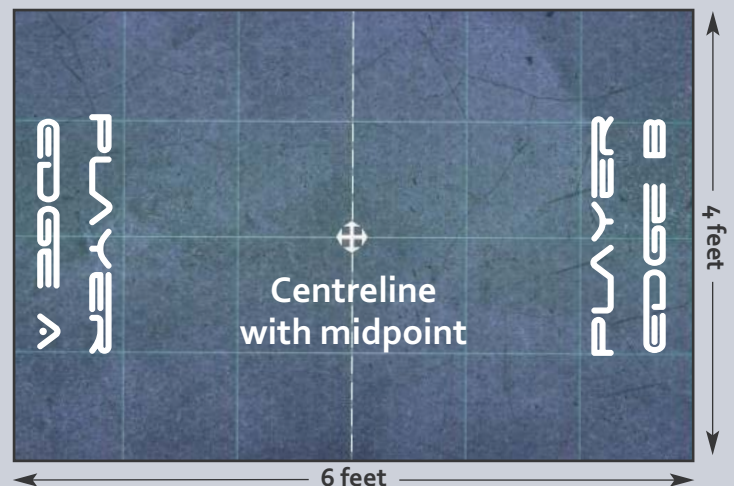


TABLE SIZE

For practical purposes it is assumed that scenarios are played on a table four feet wide and six feet long with forces starting from opposing long edges unless stated otherwise. This corresponds to the size of table most commonly used at clubs and which can be fitted into most players' homes without too much disruption to domestic arrangements. Table size is obviously an important consideration when playing some scenarios.



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



Regardless of whether the game is played from the long or short edges, we divide the battlefield into two by drawing an imaginary centreline between the two sides across the middle of the table. This defines each player's half of the table. The middle of the centreline (midpoint) is used in some scenarios when placing objectives or terrain. In some scenarios units are deployed up to the halfway mark, or objectives might be allocated to one half of the table or the other.

SETTING UP THE TERRAIN

Most of the scenarios give an outline of the scenery required and we leave it up to the players to decide exactly what terrain to use and where to position it.

The guidelines below are designed to help players set up games, perhaps at short notice or using whatever scenery is at hand. Players who would sooner adopt some other method and arrange things to their mutual satisfaction are – of course – welcome to do so.

IN GENERAL

The more terrain the more opportunity there will be for troops to advance into good positions, to out-manoeuvre opposing forces, and coordinate or support attacks. If there is very little terrain troops will be reduced to either hunkering down to reduce casualties or piling straight at the enemy hell for leather and trusting to luck. Neither makes for a very interesting battle.

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

HOW MUCH TERRAIN

It is suggested that games on a six by four table have about twelve items of area terrain or lengths of obstacle in addition to any hills. If your table is longer than this allow about two further items per extra foot. Begin by taking whatever model terrain is to be used and placing it aside. If there is any choice over the type of terrain available each player selects half the items. Players then take it in turns to position scenery from the items chosen as described below until they are satisfied they have enough terrain to fight over.

PLACING TERRAIN

Place any specific terrain that is needed to play the scenario first. For example in the Return to Base Camp scenario a large hill is set up in the centre of the table.

The players place further terrain items alternately according to the following guidelines. Roll a dice to see who goes first.

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

Select and place other items one at a time. When placing an obstacle the player can place up to 8" of the obstacle type concerned, but this can be divided into two or three smaller sections if desired. There is no need to put the whole 8" in one place. Leave enough space behind obstacles to enable models to take up defensive positions.

When positioning buildings make sure there is sufficient clear space for troops to move in or out through doors. When placing other terrain near to buildings make sure you leave a

space around buildings so that troops can move in and out through doors.

If the players have chosen double sized items of terrain, say a two block sized building or a marsh that is 16" x 8", then this counts as two picks. When a player chooses and places such an item the other player then gets to put two items down in his turn.

Once all the terrain has been placed, or once the players are happy with the terrain at any point, the game is ready to begin. If players agree any terrain can be rearranged if it is felt a better game will result.

TERRAIN SIZES

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

AREA TERRAIN

As described in the Terrain section (page 50) a single piece of area terrain should be no bigger than 8" x 8". Larger areas of terrain can be represented by putting two or more areas together. There is no need to be dogmatic about such things; if the model terrain available happens to be 9" or maybe 10" across it can still be a single area so long as players are happy to treat it as such.

HILLS

A hill can be up to 12" x 12" and two or more hill areas can be amalgamated to create larger ridges or uplands that are the equivalent of two, three or more hills. Again there is no need to stick rigidly to these dimensions so long as players are content with the result.

OBSTACLES

For purposes of choosing and placing terrain a single length of obstacle is 8", and this can be placed either as small sections – say two 4" lengths – or added together to make longer obstacles. As with the size of area terrain and hills some allowance is made for the model terrain available, and if models are a little longer that's perfectly alright so long as the players are in agreement.

BUILDINGS

A single building block or two or more vertical blocks are treated as one item when it comes to selecting and placing scenery. Building blocks can be up to 8" x 8" as described in the rules for Buildings page 59. Model buildings that are larger than this are effectively two or three blocks combined. As with all of these things we do not mean to stop players making use of scenery they have if it happens to be larger than this, so long as players are happy to allow for it.



CHOOSING SIDES

Once the terrain has been set up nominate one table edge as side 'A' and both players roll a dice. The highest score starts from side 'A'. This method is preferred because it obliges both players to consider the battlefield from both the opposing edges when positioning terrain.

In some scenarios one or other player starts from a position other than an edge, but in either case roll randomly to determine which player is 'A' and which is 'B'.

DEPLOYMENT

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

Put all the order dice in the dice bag and draw them out one at a time. When a player's dice is drawn he can select a unit and place it on the table. Once all units have been placed on the table the army is deployed and the game is ready to begin.

If a force includes MOD units – i.e. units with more than one order dice – only include 1 order dice for them when deploying (because obviously you can't deploy 'half' a Matronite Brood Mother... think of the mess!').

The scenario description will say where troops are allowed to deploy. In most cases this is within one standard move (M) of the player's table edge, i.e. 5" in most cases. This is sometimes referred to as the army's set-up zone or deployment zone.

Some units have a standard move greater than the usual 5", for example targeter probes and fast speeders. In such cases, regardless of their move distance, units cannot be deployed within 10" of the centreline unless the scenario specifically allows it.

If a model is unable to deploy within one standard move of the edge because of its size, place it against the table edge.

Snipers are an exception, they are allowed to deploy anywhere within the player's own half of the table as described in the Special Rule section page 137.

10" RULE FOR DEPLOYMENT

Regardless of where units are allowed to deploy, at the start of the game units cannot be deployed within 10" of enemy units that are already deployed. In other words, there must always be more than 10" between opposing units at the start of the game. Note that this only applies when deploying armies at the start of the game and not to units entering the table during the game itself.

DEPLOYING HALF A FORCE

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

'Half' – or whatever proportion of the force is specified – is defined in terms of the number of **order dice** for that force.

A **sharded unit** such as targeter probes are **one** unit for these purposes. The probes have one order dice – so the whole

sharded unit counts as one unit when working out a proportion of the army.

A **Multiple Order Dice (MOD) unit** has more than one order dice, for example a combat drone. When working out a proportion of a force a MOD unit is counted as two units if it has two order dice, three units if it has three order dice, and so on.

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

MOVING ONTO THE TABLE

Some scenarios begin with one or both armies off the table at the start of the game. Units move onto the tabletop from the table edge either in the first turn or during a subsequent turn. If some portion of the army is not allowed to enter in the first turn, don't include these order dice in the dice bag for the first turn, add the order dice to the dice bag for the second turn.

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

Units that enter the table in the **second or a subsequent turn** also need a Run or Advance order to move, but must take and pass an order test to enter the table. Units that fail their test do not enter that turn, but can continue to test to enter in each subsequent turn until they do so. Units that fail an order test to enter the table do not go down and don't suffer any additional penalties – they just don't enter the table that turn.

When a unit moves on from a table edge, pick a point along the edge and measure each model's move from that point. In some instances this point will be specified in the scenario so you don't get to pick. Move all the models belonging to the unit onto the table if possible. If it is possible to move some, but not all, models onto the table in this way, then further models are allowed to enter the table either side of the specified entry point so long as they can move into formation with the rest of their unit. If any models are unable to enter the table for any reason, the unit must maintain formation with its entry point, and any models yet to enter automatically do so when the unit next moves.

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

Units testing to enter the table use their basic Command (Co) stat with no modifiers applied unless the scenario specifies it (in some games we make it harder to enter straight away and progressively easier in subsequent turns, to represent the arrival of reinforcements). Command units cannot use their *Follow* rule to bring other units into play at the same time; each unit must test individually unless the scenario specifies otherwise.

DEPLOYING SHARDED UNITS

When deploying sharded units such as targeters, all the individual units in the shard are deployed at the same time. This is because sharded units are represented by one order

dice, so when it comes to deployment they are 'one unit' even though they don't need to be deployed in formation.

Sharded units don't have a Command (Co) stat to test against. When a test is required to move onto the table they are assumed to pass without testing.

Where a scenario has multiple deployment zones, or where some units begin off table and deploy onto the table during play, a sharded unit must either be deployed in its entirety at the same time into a single zone or kept off table in its entirety. Individual units belonging to the shard can deploy at different points in the deployment zone if the player wishes, but they all have to enter in the same zone. For example, if the force has to deploy from the player's table edge every unit in the shard has to deploy along that edge, but not necessarily from the same point.

MOVING OFF A TABLE EDGE

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

In some scenarios the objective is for units to leave the table by one or other table edge: the 'Unexpected Encounter' and 'Recover at All Costs' and 'Rogue Drone', scenarios, for example.

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

GAME DURATION

Except where stated otherwise games are played until either one side is depleted below half strength, or until six turns have elapsed, at which point a test is made to determine if a further turn is played. Some games also have specific objectives, and the game ends once this objective has been achieved.

Play for **six** turns and at the end of the sixth turn roll a D6. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

If either or both sides have lost **more than half** their original number of order dice at the end of any turn roll a D6. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

For example, if an army has 12 or 13 order dice at the start of the game, make this test once it has lost 7 dice. We call this the army's 'break' value and forces that reach this value are described as 'broken'. The break value signifies the point at which an army has taken so many casualties it is no longer considered effective as a fighting force.

VICTORY CONDITIONS

Each scenario has its own victory conditions based upon the objective for the scenario. However, in any game an alternative way of deciding which side has won is by comparing the points value of units removed as casualties as described below.

If an army loses order dice equal to or greater than its break value by the end of the game it is broken. We don't mean to suggest the army is destroyed or reduced to fleeing in uncontrolled terror from the enemy (we leave it to the opposing player to suggest that!) but only that it lacks the means to achieve its objective.

At the end of the game, if one side is broken and the other is not, the side that is broken has lost the battle. The other side is the clear winner. There is no need to add up points to decide which side has won, although players might want to do so just to compare scores. In any case, the side that has been broken cannot score more than the winner, even if the winner has lost units of greater points value.

If both sides are broken at the end of the game add up the points values of all the units removed as casualties. The side that has lost the least value of units is the winner. If this value is equal the result is a draw.

If neither side is broken at the end of the game add up the points values of all the units removed as casualties. The side that has lost the least value of units is the winner. If this value is equal the result is a draw.



Boromite gangers lost in the jungle.

Matched Scenarios

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

1: LET BATTLE BEGIN!

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

SET UP

Set up the terrain as described under Setting Up the Terrain on page 139. Once the terrain is set up, roll randomly to determine which player starts from which long table edge.

DEPLOYMENT

Deploy both armies on the table within one move distance of the edge as described under Deployment page 140.

OBJECTIVE

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

GAME DURATION

The game is played until one side reaches its break value or until six turns have elapsed, then roll randomly to see if another turn is to be played as described under Game Duration page 141.

VICTORY

If one side is unbroken at the end of the game and the opposing side is broken, the unbroken side wins. Otherwise, compare the points values of units removed as casualties, and the side that has lost the least points is the winner. See Victory Conditions page 141.

Notes: This is our basic scenario in terms of the set up, deployment and objective. It uses the default rules and serves as an example of how these are applied. There are two things to bear in mind with this scenario. The lack of clutter is useful for inexperienced players because it enables them to focus on the game rules.

However, the lack of any specific objective beyond killing the enemy can result in both forces hunkering down and abandoning any attempt at manoeuvre. To get round this make sure there is plenty of scenery, so that units can move round flanks without being shot at by the enemy. A careful and thoughtful set up will produce a tense and interesting game, whilst too much open ground or too many easily defensible positions will result in either a bloodbath or a static battle respectively.

2: REINFORCE THE POSITION

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

SET UP

Set up the terrain as described under Setting Up the Terrain on page 139. Once the terrain is set up, roll randomly to determine which player starts from which long table edge.

DEPLOYMENT

Both armies deploy **half** their army on the table within one move distance of the edge as described under Deployment page 140.

Remaining units can enter from the player's own table edge from turn 1, or from either of the adjoining short side edges up to the half way mark from turn 2. Units entering in turn 1 move on without testing, otherwise a test is required as described under Moving onto the Table page 140.

OBJECTIVE

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

GAME DURATION

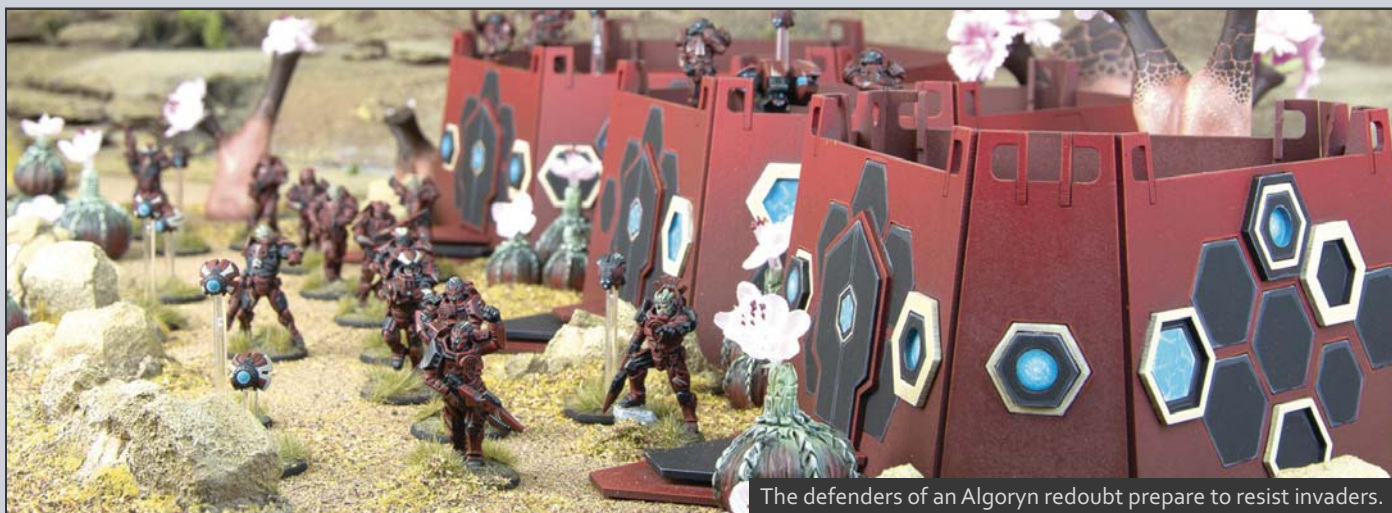
The game is played until one side reaches its break value or until six turns have elapsed, then roll randomly to see if another turn is to be played (Game Duration page 141).

VICTORY

If one side is unbroken at the end of the game and the opposing side is broken, the unbroken side wins. Otherwise, compare the points values of units removed as casualties, and the side that has lost the least points is the winner. See Victory Conditions page 141.

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





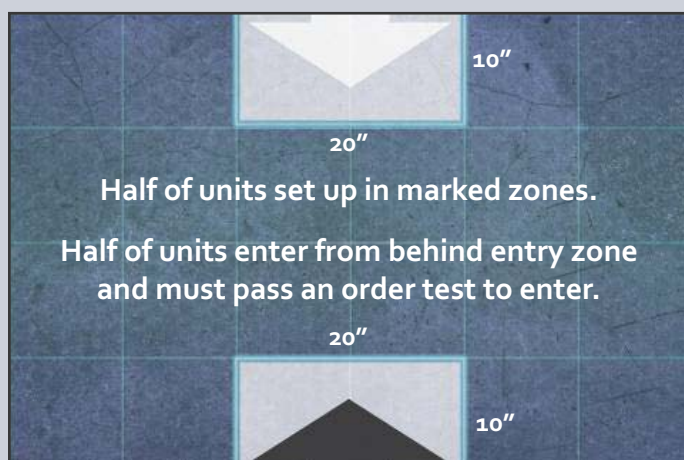
The defenders of an Algoryn redoubt prepare to resist invaders.

3: AN UNEXPECTED ENCOUNTER

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

SET UP

Set up the terrain as described under Setting Up the Terrain on page 139. Ideally, terrain can be a mix of low rubble (light terrain) and ruins (dense terrain), separated by streets and pathways, creating the remains of a war-torn outpost.



DEPLOYMENT

In this scenario both sides deploy **half** of their forces on the table at the start of the game. These units are deployed within the player's set-up zone as shown on the map above. The set-up zone is 20" wide and 10" deep, centred in the middle of the player's long table edge.

If either side has probes these must be included in the initial deployment.

Remaining units enter the battlefield from the **first** turn onwards along the 20" of table edge corresponding to the player's set-up zone. In this scenario, regardless of whether units enter in the first turn or subsequently a successful order test is required to move onto the table, see Moving Onto the Table page 140.

OBJECTIVE

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

GAME DURATION

Play for the usual six turns or until one side is broken, and then test to play a further turn, as described under Game Duration page 141.

The game also ends at the end of any turn if one or both sides succeed in moving all surviving units off the table, ignoring units of probes because these don't score for leaving the table anyway.

VICTORY

Each unit that you get off the table via the opposing table edge earns 3 victory points. Each enemy unit destroyed earns 1 victory point up to a maximum value equal to your score for getting units off the table. The side with the most victory points at the end of the game is the winner. Equal scores is a draw regardless of the number of units lost on either side.

Probes and other sharded units don't score at all for leaving the table. Sharded units don't score for casualties unless an entire sharded unit is destroyed.

Notes: If your table is wider than the standard 4 feet you must either allow more time for each side to achieve the objective or start the opposing sides closer together. 4 feet can be traversed in 5 standard run moves and game duration is set at 6 or 7 turns. A 6 foot wide table would require 8 standard run moves to cross, so set your game duration to 9 or 10 turns, allowing 1 or 2 additional turns on top of standard run rate.

In this game both players have to keep moving to achieve their objective. You score no victory points unless you succeed in getting at least one unit off the table, whilst units lost don't count against you unless the enemy can also get units off the table. Sacrificing units to keep the enemy pinned down whilst sneaking your own units past the opposing defences is therefore well worth a try.

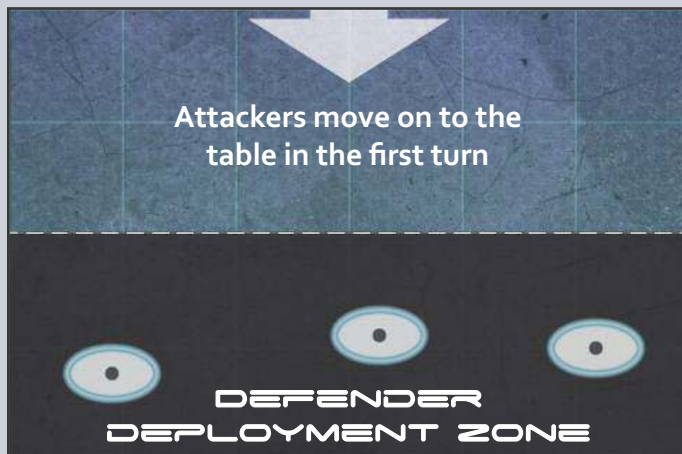
4: HOLD THE LINE

One side has taken up a defensive position along the perimeter of a strategically vital installation. The defenders have to hold the line whilst further preparations are made to repel the invader. The attackers must try to sweep the defenders aside.

SET UP

In this game the players set up the scenery starting with the defender, so begin by deciding which player is the defender and which the attacker. Decide amongst yourselves or roll a dice and the highest scorer chooses.

The defender begins by placing three pieces of terrain within the defender's deployment zone as shown on the map below. These can be areas of light or dense terrain, or an arrangement of low obstacles enclosing an area up to 8" x 8". One area can – in addition – sit on a hill or high ground if the player wishes. These three areas must be at least 15" apart and at least 5" from the defender's table edge.



Half the defenders deploy into the defenders side of the table at the start of the game, the remainder move on in the first turn.

Place an objective marker in the centre of each of the three areas. These markers indicate the positions of the key objectives. The attackers must capture these objectives and the defenders must hold on to them. Any suitable marker or token will do, or else a model drone, packing crate, ammo stack or esoteric pieces of equipment, as you wish.

The defending player must then place three areas of terrain in the attacker's half of the table. These can be the same kinds of terrain as before, and must be placed at least 5" from any table edge and at least 6" from each other. As before, the

defender can site one of these areas on a hill or high ground, but doesn't have to do so.

Once these items of terrain have been placed, the players can add any further terrain – including hills – alternating in the usual fashion, starting with the defender.



All terrain placed at this stage must be positioned touching the player's own table edge, i.e. the attacker can only place terrain against the attacker's table edge and the defender can only place terrain against the defender's table edge. Terrain areas must be separated by at least 6".

DEPLOYMENT

The defender deploys **half** of his force anywhere within his half of the table. The remaining defenders enter the table along the player's table edge in the first turn (See Moving on to the Table page 140).

The attacking force moves onto the table in the first turn.

OBJECTIVE

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

GAME DURATION

The game is played until one side reaches its break value or until six turns have elapsed, then roll randomly to see if another turn is to be played as described under Game Duration page 141.

The game also ends at the end of any turn if the attackers have captured all three objectives.

VICTORY

The attacker wins if he holds two or more objectives at the end of the game. If the attacker holds one objective the game is a draw. If the attacker holds no objectives the defender wins.

SPECIAL SCENARIO RULES

- 1. Starting on Ambush.** At the start of the game any defending units can begin the first turn on ambush – take a dice from the dice bag and give the unit an ambush order.
- 2. Sonic Attack.** Before the first turn the attackers make a sonic attack to soften up the defenders. For each defending unit deployed onto the table roll a D10.

Score	Result
-------	--------

- | | |
|-----|--|
| 1-3 | No effect |
| 4-6 | The unit takes 1 pin marker |
| 7-9 | The unit takes D3 pin markers and goes down – place a down order either by swapping the unit's existing order or taking a dice from the dice bag if it doesn't have an order already. |
| 10 | The unit takes D3 pin markers, suffers D6 hits with a Strike Value of 3 and goes down as described above. |

- 3. Capturing an Objective.** All objectives are held by the defender at the start of the game regardless of where the defender's troops are positioned. When an objective changes hands during the game then it remains under the control of that side until it is taken back.

To capture an objective there must be a model from one of your infantry or equivalent command units within 3" of the objective marker at the end of the turn, and there must be no enemy infantry or equivalent command units within 3" of the objective marker.

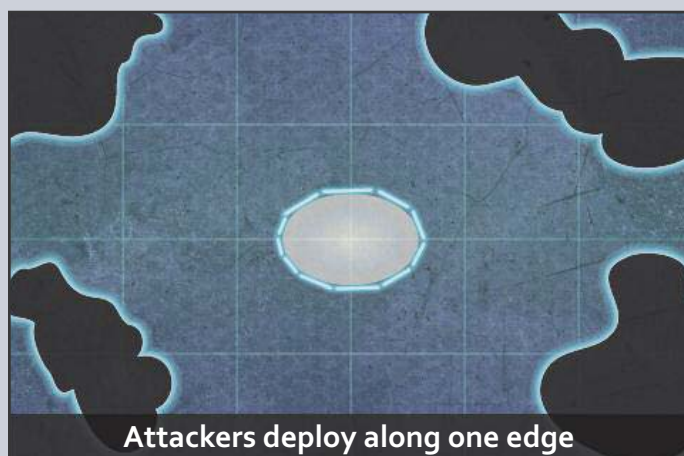
5 : RETURN TO BASE CAMP

An expeditionary force has set up a base camp on a hill in the centre of the battlefield, from which troops have spread out to search the surrounding area. Unknown to the explorers, an enemy force has traced their position and is about to launch an attack and wipe out the base camp before other units can come to the rescue.

SET UP

Position a hill up to a maximum size of 18" x 12" in the centre of the table along the lines shown in the diagram. A scattering of rocks forms a barrier of low obstacles or rough walls around the hill's perimeter. The hill and its barrier of obstacles represent the base camp.

Set up further areas of light terrain adjoining the table edge, leaving a clear gap around the hill of at least 6", i.e. more than a standard move. Some areas of terrain can be substituted for low obstacles formed of rocks or vegetation if you wish. Up to two areas of terrain can instead be either dense or impassable, but these cannot be placed within 10" of the hill, i.e. they must be more than a run move away.



Attackers deploy along one edge

DEPLOYMENT

Both sides roll a dice and the highest score picks whether to defend or attack. The defender tries to fend off the attackers whilst his scattered forces return to the base camp. The attacker tries to overwhelm the base camp before the rest of the enemy arrive to save the day.

The defending side sets up **half** of its units on the hill. Remaining units enter the battlefield from the **second** turn onwards. These units enter at random positions along the table edge (see below).

Vard Bero scowled. "How many vardari must die to satisfy the vanity of the Algoryn? Is it not enough that we hold the Ghar fleet from their miserable throats?"

Kan Sol shrugged in response. The NuHu Renegade towered over Bero like some gigantic insectoid. "Little deaths Vard. It is an inconsequential price to pay for the secrets of Xilos".

The NuHu Mandarin made Vard Bero's flesh crawl "I hope you are right", he snarled, "Because I'm not sure I can keep your enemies at bay much longer".

Once the defending units have been placed on their hill, the attacker can choose any one edge to deploy onto, and can deploy up to one standard move onto the table in the usual way. See Deployment page 140.

Remaining defending units enter the table from turn **two**. In this scenario units trying to enter the table suffer a Command penalty on their order test as follows: turn 2 -3, turn 3 -2, turn 4 -1, turn 5 none, and turn 6 arrive automatically.

Units that pass their test, or that arrive automatically in turn 6, enter the table in a random position as follows – roll a D10 to determine which table edge the unit comes from:

Score	Result
1-3	Edge opposite attacker's starting position
4-5	Edge clockwise from attacker's starting position
6-7	Edge anti-clockwise from attacker's starting position
8-9	The attacker's starting edge
10	Your choice of edge and position (see below)

To determine the point where a defending unit enters divide the table edge into six equal parts and roll a D6 to find where the unit comes on.

If there are enemy within 5" of the point indicated, then instead of the unit entering at the position rolled, the attacking player can nominate any point along any table edge, so long as it is more than 5" from any enemy.

If you roll a 10 for the edge, you can choose where to bring the unit on. You cannot bring a unit on within 5" of the enemy.

In the case of sharded units such as targeter probes, the entire shard enters along the same edge and the player can choose to either roll for one unit at a time or any or all the probes can be brought on from the same point.

In this scenario there is no 'half' of the table that belongs to either player at the start of the game, so snipers must deploy as standard units if they are present.

OBJECTIVE

The defender must hold onto the base camp and survive. The attacker must capture the camp with minimal losses.

GAME DURATION

The game is played until one side reaches its break value or until six turns have elapsed, then roll randomly to see if another turn is to be played as described under Game Duration page 141.

The game also ends at the end of any turn if there are no defenders left on the hill, and there is at least one unit of attackers on the hill.

VICTORY

If one side has at least one unit on the hill at the end of the game and the other side has no units on the hill, then the side in possession of the hill is the clear winner.

Otherwise the side with the most units on the hill is the winner. If both sides have an equal number of units then the side with the most individual models on the hill is the winner. If neither side can claim victory, the result is a draw.

To count as on the hill a unit must have at least one model completely on the hill itself. Units of probes don't count.

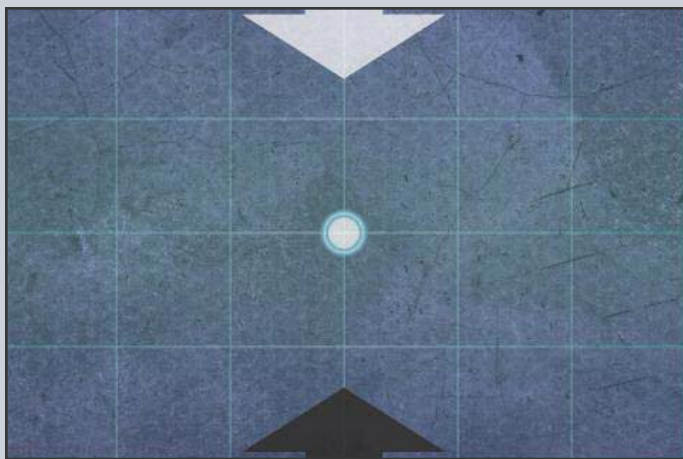
6: RECOVER AT ALL COSTS

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

SET UP

Place the explorer craft's recorder drone on the table. Any drone or probe model, or token, can represent the recorder drone. The drone can be placed up to 10" to the left or right of the middle of the table along the centreline, equidistant from the opposing players' table edges.

Set up the terrain as described under Setting Up the Terrain on page 139. Ideally, the terrain represents the scattered debris of the crashed spacecraft, but this is not strictly necessary. Once the terrain is set up, roll randomly to determine which player starts from which long table edge.



DEPLOYMENT

In this scenario neither side deploys before the game. Both sides must move **half** their army onto the table in the first turn, and the remainder of their army in the second or subsequent turns. Units can enter anywhere along the player's table edge. See Moving onto the Table page 140.

OBJECTIVE

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

GAME DURATION

The game is played until one side reaches its break value or until six turns have elapsed, then roll randomly to see if another turn is to be played as described under Game Duration page 141. The game also ends at the end of any turn if the objective marker is successfully carried from the table.

VICTORY

If one side succeeds in carrying away the objective marker before the end of the game it is the clear winner. If neither side succeeds in carrying away the objective marker then the side in possession of the marker at the end of the game is the winner so long as it could reach its own table edge with two run moves. Otherwise, there is no winner and the result is a draw.

SPECIAL SCENARIO RULE – CAPTURING THE RECORDER DRONE

To capture the explorer craft's recorder drone (objective marker), an infantry or equivalent command unit must move into touch with the objective marker. Place the captured marker into formation with the unit as you would a buddy drone.

So long as the objective marker remains in the hands of its captors it follows the unit around in the same way as a buddy drone, keeping formation with the unit as it moves.

A unit that has captured the objective marker cannot make a sprint move whilst carrying the marker. If the unit makes a sprint move the marker must be abandoned and is left behind as the unit moves.

If the unit carrying the objective marker moves as close as permitted to another friendly infantry or equivalent command unit it can pass the marker to that unit. Likewise, if a friendly infantry or equivalent command unit moves as close as permitted to the unit carrying the objective marker it can take possession of it. The marker can only be passed unit-to-unit **once** in a turn.

If the unit carrying the objective marker is destroyed then the marker is dropped where it is.

If the unit carrying the objective marker is destroyed during an assault then the opposing enemy unit automatically captures the marker assuming it survives the assault to do so.

Whilst a unit is carrying the objective marker, an enemy can only capture it by assaulting and destroying the unit. The objective marker cannot be captured by moving into touch with it whilst an enemy unit is carrying it.

ALTERNATIVE SPECIAL RULE

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

Notes: This scenario is difficult to win outright because both sides must race forward if they are to stand a chance of capturing the drone. Once a unit has captured the drone it is likely to find itself the target of every enemy within sight! Success depends upon not only capturing the drone, but also managing to pass it back towards your own table edge and – hopefully – off the battlefield. The alternative rule that allows the drone to move each turn can be a useful way of breaking the deadlock or tempting a player into making a rash move. Good luck!



Narrative Scenarios

The matched scenarios already described provide six basic encounters, all of which make for varied and challenging games without a great deal by way of preparation. Just by adding or changing terrain the matched scenarios can be set up so that every game is different whilst both sides remain as well balanced as such things can be. The scenarios in this narrative section are a little more challenging and begin to widen the scope of play from the straightforward head to head game.

None of the scenarios described here require an umpire to run them, although all will benefit from the presence of a third party to move things along. The games described were played during the evolution of the Antares rules and are more firmly rooted in the background to the Antarean universe than the necessarily

rather generic matched scenarios. Some of these games were originally designed for three or more players and often in situations where some participants were new to the game.

As a result the narrative steps to the fore in these new scenarios and game balance is much less vital. Some games are tactically more challenging for one side than the other, as you will see. They are first and foremost intended to be fun - a chance to explore and contribute to the adventures of our Antareans as they search for Builder technology, raid Boromite gangland hideaways, try to rescue stranded forces from certain doom, and fight to recover rogue reconnaissance drones in the face of an enemy determined to get there first.



NARRATIVE 1: THE ROGUE DRONES

A fleet of stellar reconnaissance drones has returned from a mission to the distant Haraph star system. This system is the long suspected site of a pre-human Builder world no longer accessible via Antarean space. Over the years investigative craft have been sent out at near light speeds, but none have ever returned until now. The fleet has spent nearly seven hundred years making the round journey to Haraph. Now the fleet – or at least some of it – has returned. But something has clearly gone wrong. The ancient drones are refusing to respond to IMTel communications and have taken refuge upon an abandoned world called Xig upon the border of Isorian and Concord space.

What secrets the drones have uncovered are unknown. What they are doing on Xig is a mystery. To make matters worse Isori IMTel has learned of the situation and has dispatched a task force to investigate. Now two drones have been located on the planet's surface and Concord and Isori forces are racing to the spot. Both sides want to recover the drones intact if possible – but whatever happens it is vital they do not fall into the hands of the enemy.

In this scenario the objective for both sides is to capture two rogue drones. The drones are armed and dangerous and will attack both sides. The opposing players must try to capture the drones intact if at all possible, but neither side wants the drones to fall into enemy hands.

RUNNING THE GAME

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

Although the battle is described in terms of the Isori and Concord the game can be played between any two factions. No doubt possession of the drones would provide the Freeborn Varda with a valuable bargaining chip in their dealings with both Isori and Concord, not to mention a lucrative hoard for a Boromite gang. Algoryn and Ghar might take less interest in the eternal struggle of the IMTel, but perhaps the drones present too great a threat – or opportunity – to ignore.

SET UP

Set up the terrain as described in Setting Up the Terrain page 139 leaving the area within 6" of the centre of the table clear as this is where the drones begin the game. Ideally, the rest of the terrain should afford each side the opportunity to approach the objective without exposing themselves to too much enemy fire. Forces will have to advance in the face of enemy fire as well as possible shooting from the drones, so it is a good idea to have a good spread of obstacles and/or light terrain to allow troops to hop from cover to cover.

DEPLOYMENT

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

In the first turn both sides can bring up to half of their force onto the table as described for Moving onto the Table on page 140. Remaining forces can be brought on at the same edge from the second turn, making a Command test to enter.

Deploy the two drones before the first turn once the players have determined which edge they will start from. See the



accompanying notes for rules regarding these drones. Place each drone in the centre of the table and then move it D6" in a random direction. This means the drones might start the game closer to one side than the other – tough luck!

OBJECTIVE

The objective is to reach the drones, capture them as described below, and hold on to them until the end of the game. If you can carry them back to your own starting edge so much the better.

GAME DURATION

We do not normally fix a time limit for this game, instead the game ends immediately if either side carries one of the rogue drones to its base edge or if both the drones are destroyed.

However, if time is pressing the game can also be played until one side reaches its break value or until six turns have elapsed, then roll randomly to see if another turn is to be played as described under Game Duration page 141.

VICTORY

If one side gets a drone off its own base edge the game ends immediately and that side wins. If neither side achieves this by the end of the game, the side holding the most drones at the end of the game is the winner. If neither side can claim victory the result is a draw.

SPECIAL SCENARIO RULES

The Rogue Drones

The objectives are two armed stella reconnaissance drones. These can be represented by markers if you wish, or by any suitable small drone or probe models. The drones have 'evolved' since they left the Concord hundreds of years ago, perhaps they have accreted some kind of alien technology; perhaps they have successfully rebuilt themselves during their exploration of the universe. Their exact appearance is therefore not important, but for practical purposes they should be no larger than a light support drone.

The drones are represented with stats as follows:

Drone	Ag	Acc	Str	Res	Init	Co	Special
Rogue stellar reconnaissance drone	5	5	n/a	10	8	9	Objective, Kinetic shield –2 Acc

Drone Type: Weapon drone with plasma light support

They are armed with a plasma light support weapon and protected by a kinetic shield that means all shots against them suffer a -2 to hit penalty. Regardless of the model size the drones are not treated as large targets. For all other purposes they are weapon drones, E.g. for working out damage.

In this scenario the rogue drones never take pins whether from shooting or any other reason. They are objectives in the game and they make actions in a different way to regular units, so we do not need to burden them with pins.

To play this scenario two further distinctly coloured order dice will be required to represent the drones. Place these in the dice bag along with the order dice of the opposing players. When the first drone dice is drawn randomise which drone gets the order. The subsequent drone dice is given to the remaining drone. No command test is ever taken to give a rogue drone an order: the drone automatically behaves according to the dice roll as described for Drone Actions below.

Drone Actions

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

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

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

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

Down – the drone goes down. It benefits from being down in the same way as an infantry model, i.e. shots against it must be re-rolled. At the end of the turn make a recovery test against the drone's Command value to return the down order to the dice bag as you would with other units.

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

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

Capturing a Drone

To capture a rogue drone (objective marker), an infantry or equivalent command unit must move into touch with the objective marker. Place the captured marker into formation with the unit as you would a buddy drone.

Once a drone has been captured the player who has captured it takes its order dice, removing it from the dice bag if it isn't already in play, and places it aside.

So long as the rogue drone remains in the hands of its captors it follows the unit around in the same way as a buddy drone, keeping formation with the unit as it moves. It does not otherwise move or act and its order dice remains out of play.

A unit that has captured a rogue drone cannot make a sprint move whilst carrying the drone. If the unit makes a sprint move the drone must be abandoned and is left behind as the

unit moves. If it is abandoned the drone's dice is placed back into the dice bag in the same way as if the capturing unit had been destroyed (see below).

A unit that has captured a rogue drone cannot capture another whilst it carries the first: a unit can carry only one drone at any time.

If the unit carrying a rogue drone moves as close as permitted to another friendly infantry or equivalent command unit it can pass the drone to that unit. Likewise, if a friendly infantry or equivalent command unit moves as close as permitted to the unit carrying a rogue drone it can take possession of it. A drone can only be passed unit-to-unit **once** in a turn.

If the unit carrying a rogue drone is destroyed then the drone is reactivated where it is. Take the order dice representing the rogue drone and put it back in the dice bag immediately.

If the unit carrying a rogue drone is destroyed during an assault then the opposing enemy unit automatically captures the drone, assuming the unit has not also been destroyed during the assault. The order dice representing the drone is handed to the other player.

A rogue drone that is already carried by a unit cannot be captured by moving into touch with it, only by assaulting and destroying the unit as described.

Notes: This scenario is the one often used for public display games – it is great fun to play and easily allows for multiple players. The number of drones can also be varied and more can be added as the game progresses.

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

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

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

You can ring the changes on this one by varying the number of drones and their armament, by making the drones MOD2s, or by introducing a player whose role is to control the drones and bring on further rogue drone reinforcements. Perhaps there is a bigger, nastier rogue drone out there, something more like a large combat drone. Who knows what threat these represent to Antarean space?

NARRATIVE 2: EVACUATION

Concord forces are closing in on a Boromite hideaway – the head quarters of a secretive and ruthless Boromite labour Guild and chief seat of a smuggling empire stretching across Antarean space. Now the notorious criminal mastermind and Guild Rock Father Abu Vortek is abandoning the planet for good, taking his ill-gotten gains to a new world buried deep within the Spill. As Concord forces close in the Boromite gang races to evacuate its loot to an orbiting spacecraft.

RUNNING THE GAME

This is an acentric game in which one player's forces outnumber the other by two to one. It can be played between two players, one player taking the part of the evacuating forces and the other the attackers.

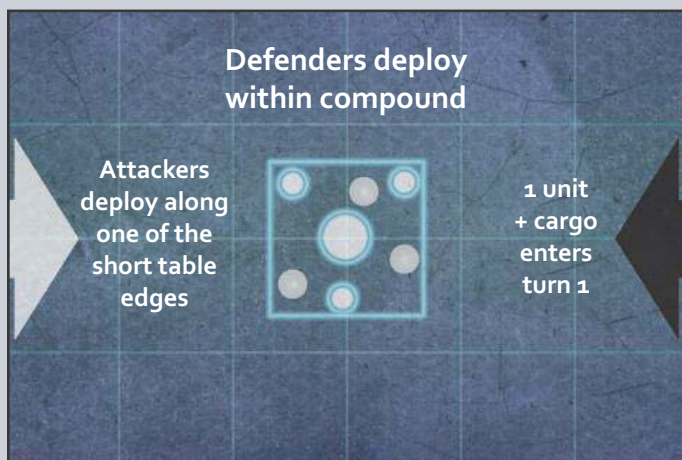
Although the battle is described as taking place between Boromites and Concord the game can be played between any two factions. The evacuation could be of a diplomatic enclave or a vulnerable settler community, perhaps a scientific expedition is under threat from invasion, or a remote outpost has been targeted for eradication. The cargos could equally well be vulnerable civilians, archaeological treasures, vital medicines, or the contents of the local governor's wine cellar

SET UP

The game takes place around a roughly square compound in the middle of the table and measuring about 20" across. The outer perimeter of the compound is formed of obstacles of some kind – a low wall, rocks, fence, barricade or whatever is convenient. There are two gates facing the short edges of the table.

In the middle of the compound is an orbital transmat array and surrounding it are three smaller feeder transmats. See notes below for more about these.

The defender has four **cargos** represented by model crates, barrels, a non-combatant drone, civilian entourage or something along these lines to serve as a cargo marker. At the start of the game, place one cargo marker on each of the three feeder transmats. The fourth cargo marker is carried onto the table in the first turn as noted below.



There are also three watchtowers just behind the perimeter. If suitable models are not available don't worry too much about these as they are not essential.

Begin by setting up the compound including the watchtowers if you have them. Watchtowers are small buildings equivalent to high ground as described in the Buildings rules section pXX.

Once the compound has been built place a further six to eight pieces of terrain outside the compound. Terrain can be light area terrain or obstacles. If there are watchtowers within the compound terrain can also include additional hills. No terrain can be placed within 10" of the compound walls and no piece of area terrain can be placed within 6" of another piece of area terrain. A clear pathway must be left between the gates and table edge to represent roadways or paths leading to the gates.

DEPLOYMENT

Roll randomly to determine which side will defend and which will attack. The defender tries to evacuate his forces and cargo. The attacker tries to overwhelm the compound and prevent the enemy escaping.

In this scenario the attacker's force outnumbers the defender's force by two to one. I.e. if the defender's force has 750 points the attacker's force has 1500 points. If both players have already prepared forces of equal value the defender must drop units to bring his total to no more than half the attacker's total. This can potentially give a different ratio of units than would normally be allowed, but given the nature of the scenario it allows the player to remove units that may be unsuitable for the mission at hand.

The defender's units are deployed within the compound at the start of the game except for the unit carrying the fourth cargo. Units can be deployed anywhere within the compound. The unit carrying the fourth cargo enters the table in the first turn from the defender's edge. This unit must be either an infantry unit or an equivalent command unit.

The attacker chooses which of the short edges he will attack from and deploys his entire force within one move distance of the edge as described under Deployment page 140.

The defender's unit with the fourth cargo enters the table from the opposite short edge to the attackers in turn 1 as described under Moving Onto The Table page 140. This unit carries the fourth cargo marker. See the rules below for how this is done.

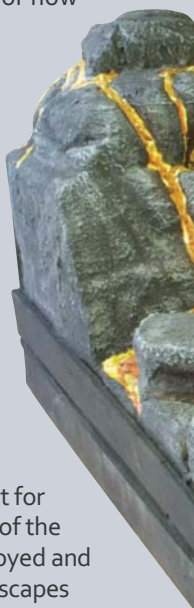
GAME DURATION

The game ends immediately if all four cargos get away, or at the end of any turn if there are no defenders left within the compound.

Otherwise, play until the attackers reach their break value or until six turns have elapsed, then roll randomly to see if another turn is to be played as described under Game Duration page 141. Note that in this game the defenders don't have a break value, they will fight on regardless of losses.

VICTORY

Each unit of defenders that escapes earns 1 victory point for the defenders. Each unit that fails to escape by the end of the game earns 1 victory point for the attackers if not destroyed and 2 victory points if destroyed. Each cargo element that escapes earns 2 victory points for the defenders. Each cargo element that fails to escape earns 3 victory points for the attackers.



SPECIAL SCENARIO RULES

The defenders can move through the compound gates without penalty as if they were open ground and can open/close the gates at any time they wish. Otherwise the gates are obstacles exactly the same as the rest of the wall.

The transmat are essentially open structures built around a circular transmat pad. People and objects on a pad can be transported from pad to pad. The cargos already in place at the start of the game have been transported from remote locations elsewhere in the transmat network. People or objects on the orbital transmat array in the middle of the compound can be transported off world to the orbiting spacecraft and safety. The object of the game is therefore to move cargos and units onto the central pad and evacuate them.

Only the defenders can use the transmat. A single unit, or a single cargo, or a unit plus a cargo can occupy a pad at a time. Place a model in the middle of the pad to show that a unit/cargo is on the transmat and place any other models within formation around it.

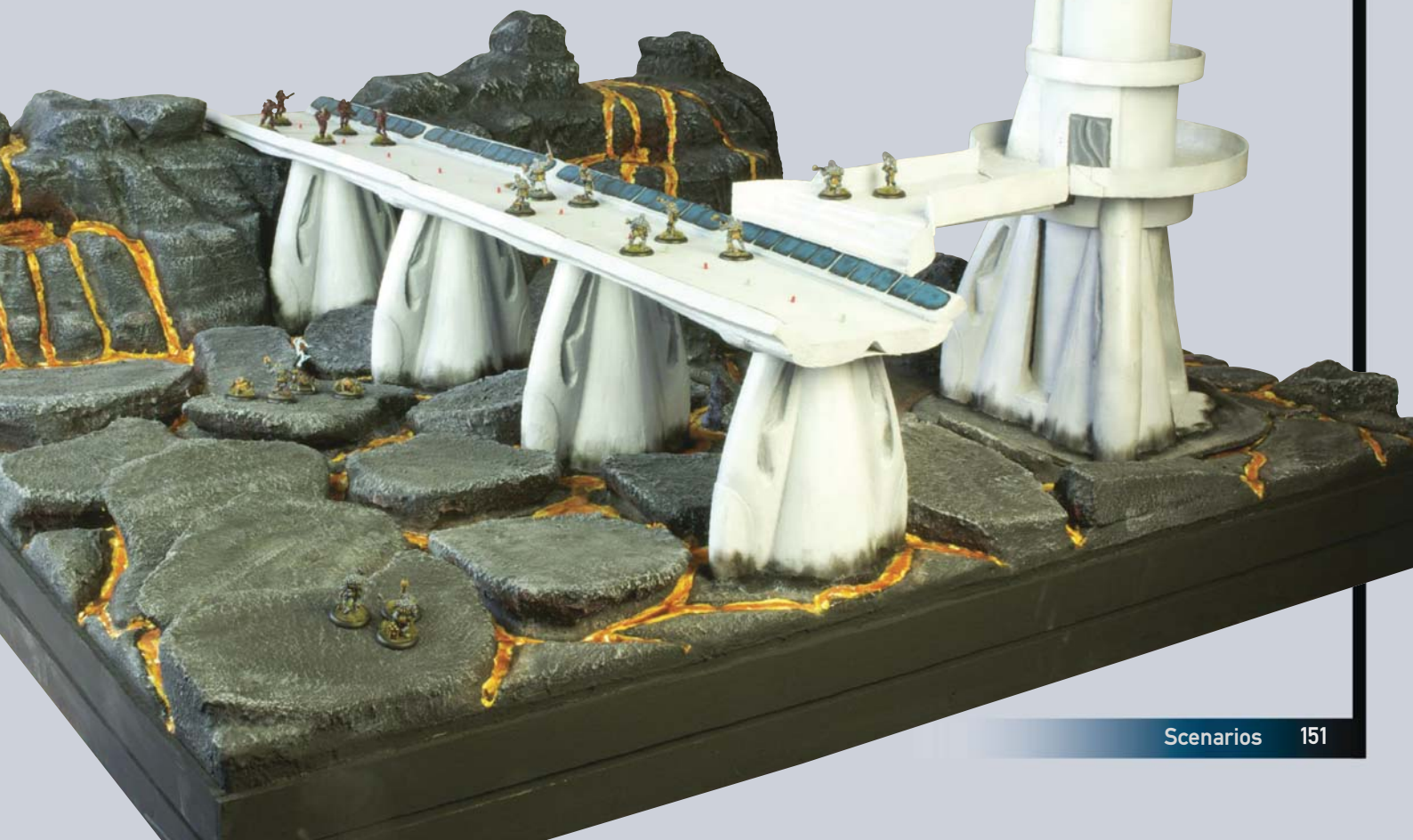
Units on a transmat pad can act as normal in every respect. In addition, a unit and/or cargo on a transmat pad can move to an empty pad if the player uses an order dice to activate the pad. When used in this way no order is given, the unit/cargo is simply moved to the empty pad and the order dice is placed by the pad it moved from to show it has been activated. A pad can be activated **once** during a turn. If a unit/cargo is on the central orbital array then activating the pad transports the unit/cargo off world to a friendly orbiting spacecraft.

Once units are transported off world their order dice are removed from play. Either remove the dice from the unit if they already have an order, or from the dice bag if they do not.

The three cargos within the compound at the start of the game can only be moved by means of the transmat pads. The fourth cargo is carried along by its accompanying infantry or equivalent command unit. The cargo floats slowly along on its own suspensors at the same pace as the unit carrying it. The unit carrying the cargo can run but cannot sprint unless it abandons the cargo. If its accompanying unit is destroyed or if the unit abandons the cargo it will not move.

Notes: We have not found this an ideal game for novice players because the defender's objective is such that everything comes down to timing. Success doesn't hinge upon fighting alone or even at all. Both sides have to exploit their movement as much as possible if they are to win this game convincingly. Several variants of this game were played by different players as part of the sinister adventures of our Boromite smuggling gang led by the pitiless Abu Vortek – an individual with a seemingly endless supply of clones ready to run his criminal empire in the event of his (frequent!) demise.

Experience suggests it's not too hard for the defenders to win overall. Getting the last cargo off is the real challenge. Either way, neither side has a lot of tactical options with this adventure and it is perhaps not one that is worth repeating verbatim, although the idea may bear revisiting with a slightly different set-up.



NARRATIVE 3: ESCORT

Further exploration of the planet Xig has revealed what could be the ancient remains of a Builder outpost. After a long and bloody battle against rogue drones a Concord exploration force has succeeded in recovering what looks like some kind of stasis capsule, buried beneath the sands for untold millennia. Now the Concord force is carrying its precious cargo to the orbital transmat array from where it will be transported to an awaiting spacecraft. Unfortunately, Isorian forces have discovered their whereabouts and are converging upon the array.

RUNNING THE GAME

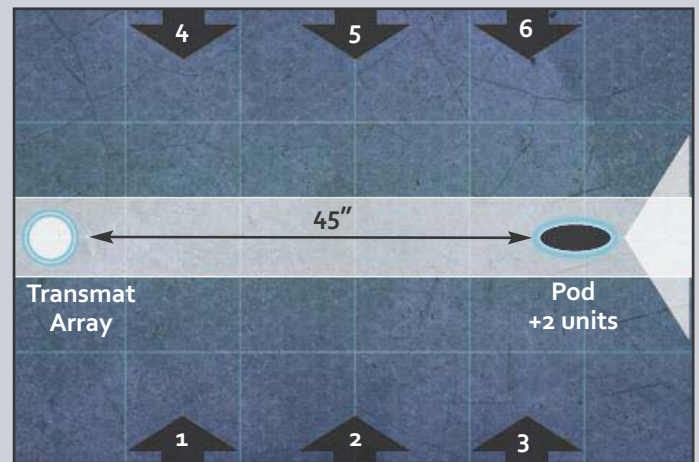
The defenders must take the suspensor pod to the transmat, when it will be instantly beamed to an awaiting spacecraft. The attackers must try to stop the defenders getting the pod to the transmat.

This game was devised for a group of four to six players on one side with the escorting force run by another player or the umpire. Although as originally played all of the attacking troops form part of one force, it would be equally possible to play this game with two or more competing forces in the attacking role. As with all of these narrative games the actual forces used can easily be adjusted to allow any two Antarean armies to fight, and not just the Concord and Isorian forces described in the encounter.

SET UP

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

suggested that at least half the terrain should be light terrain or obstacles, whilst the rest can be dense or impenetrable terrain if you wish. Any hills should be kept well to the long edges so the defenders have a reasonably good view of the table from the pathway.



DEPLOYMENT

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

The defender is carrying the mysterious stasis capsule inside a suspensor pod. A marker can be used to represent this if you wish, or use a light general purpose drone to stand in for the cargo carrier. At the start of the game the defender must place the pod on the pathway 45" from the transmat. One infantry unit and one infantry command unit are placed within 5" of the pod.



The crude Ghar machines fail to detect the Boromites lurking in ambush.

The rest of the defenders and all of the attackers will move onto the table during the game as described below.

Further defending units can enter the table from the defender's edge in any turn the player chooses. Units are permitted to enter at any point along the edge that is not within 10" of the corners. Units entering in the first turn do not need to make an order test, units entering from turn two must test command, as per the standard rules.

Attacking units enter the table from the random points marked on the map. Note that the four points adjoining the short edges cannot be within 10" of the corners. This means that neither side can bring units on within 10" of the corners, ensuring they start a minimum distance apart.

The attacking player is allowed to bring units onto the table in the following way. Units can enter the table in any turn and no order test is taken to do so, instead the entry point is randomised.

When the attacking player draws an order dice he selects which unit to bring onto the table and rolls a D6 to determine its entry point. The unit enters the table at that point with the usual run or advance action.

Only one unit can enter at any point during the turn. Once an entry point has been used, any subsequent unit attempting to move onto the table at that point doesn't enter and cannot try to enter at another point that turn. A unit that fails to enter in this way has effectively wasted its dice that turn, but can try again next turn in the same way.

GAME DURATION

The game ends immediately if the pod reaches the transmat.

Otherwise, play until either side reaches its break value or until six turns have elapsed, then roll randomly to see if another turn is to be played as described under Game Duration page 141.

VICTORY

If the defenders get the suspensor pod to the transmat before the end of the game they win outright. The pod containing the stasis capsule is transported to the waiting spacecraft.

If the attackers can stop the defenders getting half way across the table they win outright. The pod is captured by the attackers.

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

Note that this means for the defenders to win the game the pod has to cover an average of just under 8" per turn over 6 turns, or just under 7" per turn over 7 turns. The distance the pod must cover to reach the transmat is equivalent to exactly four run moves and a single advance for a standard infantry unit, so the attackers will have to slow it down to succeed, whilst the defenders will have to press forward as fast as they can.

SPECIAL SCENARIO RULES

The suspensor pod is essentially 'on rails' and can only move directly along the pathway towards or away from the transmat in a straight line.

The pod can only move if it is escorted. Only infantry units or equivalent command units can escort the pod.

The pod is escorted so long as at the start of the turn there is at least one unit within 5" that is able to act as escort and no

enemy within 5" of it other than probes or other sharded units, which can be ignored.

If two or more qualifying units from the same side are within 5" distance at the start of a turn, the escorting unit for that turn is the closest.

If there are no qualifying units within 5" at the start of the turn the pod cannot move that turn.

If the escorting unit is destroyed before the pod moves then the pod will not move that turn, even if another qualifying unit moves to within 5" of it. Only the closest qualifying unit within 5" at the start of the turn can escort the pod that turn.

If there are units from both sides within 5" when the escorting unit receives its order then the pod is no longer escorted and cannot move that turn. Probes and other sharded units from either side are ignored.

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

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

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

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

We have played this game using move variants for the transporter pod. We also tried placing one or more specific order dice into the bag and moving the pod when these dice were drawn. This makes the movement of the pod unpredictable, but it is very quick and easy to apply without burdening the players with further rules. We also tried moving the pod automatically at the start of the turn. This does feel like the pod getting away from you rather than being escorted, but it's a simple option requiring little by way of extra rules. Finally, it has been suggested that the stasis capsule could simply be carried like a buddy drone (like the cargo in the evacuation scenario) although this would introduce the possibility of moving away from the linear track.

NARRATIVE 4: BRIDGEHEAD

The Panhuman Concord and Isorian Shard are locked in battle over the disputed world of Bhanoon. The Isorians have overrun most of Bhanoon and erected a nano-barrier to prevent Concord forces transporting to the planet's surface. However, Concord scout probes have located and activated a functioning orbital transmat array that will allow troops to transport from orbit. As the Concord begins to transport its forces the Isorians rush to attack them. Concord forces must establish a bridgehead before they are overrun. The Isorians must stop them establishing themselves by capturing the transmat and closing it down.

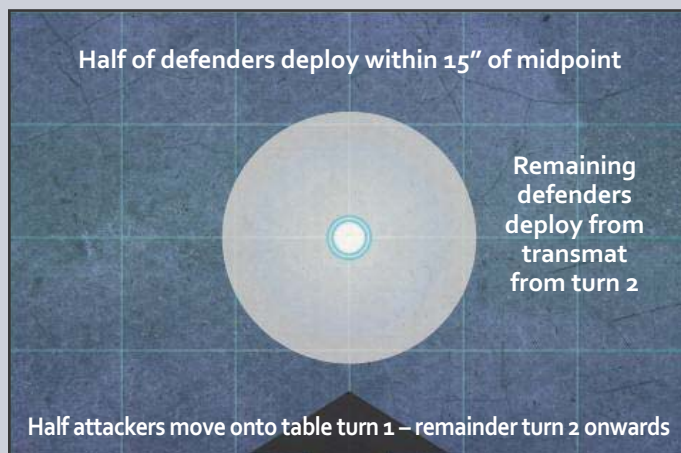
RUNNING THE GAME

This is a fairly straightforward game for two sides. The defenders must reinforce their bridgehead as quickly as possible, whilst the attackers must crush them ruthlessly before the bridgehead has a chance to become established.

Although described in terms of a battle between the Concord and Isorians the game can be played between any two Antarean forces. If Ghar are involved it is suggested they take the role of attackers as their typically smaller force size would make the defending role difficult.

SET UP

The orbital transmat array is set-up in the middle of the table. No terrain is placed within 10" of the transmat. Otherwise, the players arrange the terrain, choosing and placing terrain items as described under Setting Up The Terrain page 139.



As originally played, the transmat was set within an open square surround by low walls and buildings beyond to represent a settlement. The game could equally be played with other terrain or a mixture of buildings and ruins. The important thing is that there is a defensible perimeter for the troops forming the bridgehead to fight from.

DEPLOYMENT

Roll randomly to determine which side will defend and which will attack. The defenders must defend their bridgehead whilst the attackers must attempt to destroy it.

The defenders start off with half their force deployed within 15" of the midpoint of the table. The rest of the defending force enters the table by means of the transmat from turn 2 onwards. Note that in our original game the defenders were allowed to set up within the confines of the surrounding square, but here

we allow for the game to be played with whatever scenery the players have at hand.

The defenders cannot bring any reinforcements onto the table in turn 1. From turn two onwards they can bring units on via the transmat. A command test is required to enter the table as per the standard rule – see Moving Onto The Table pXX. Up to three units can enter in this way each turn, but if any unit fails its command test it does not enter and no further units can enter that turn. For example, if the first unit to use the transmat fails its command test no units will be able to come on that turn.

Units entering via the transmat must advance or run and are otherwise treated the same as units entering the table from an edge. Measure their movement from the transmat pad. The transmat itself is essentially an open framed structure and we treat it as open ground.

The attackers can choose to enter the table via either long edge. Half the attacking force can move onto the table in turn 1. The remainder of the attacking force can enter from the same edge from turn 2, testing command in the usual way.

GAME DURATION

The game is played until either side reaches its break value or until six turns have elapsed, then roll randomly to see if another turn is to be played. See Game Duration page 141.

SPECIAL SCENARIO RULES

The transmat is held by the defender at the start of the game regardless of where the defender's troops are positioned. If it changes hands during the game then it remains under the control of that side until it is taken back.

To capture the transmat there must be a model from one of your infantry or equivalent command units within 3" of the centre of the transmat at the end of the turn, and there must be no enemy infantry or command units within 3" of the centre of the transmat.

If the attackers capture the transmat no defenders can enter the table via the transmat so long as it remains in their hands.

VICTORY

If either side is unbroken and in control of the transmat at the end of the game it is the clear winner. Otherwise, if one side is broken and the other is not, then the unbroken side has won the day, forcing the other to withdraw. If neither side can claim victory the game is a draw, but a comparative score can be obtained by counting up points.

Notes: If the transmat works well for the defenders they should be able to win this one easily, if it goes wrong the attackers will get a chance to overwhelm the defences and take control. It's not a certain or predictable game, and it is all too easy for the attackers to settle down into a protracted siege, handing the result to the defenders.

If MOD units form part of the defending force it is suggested they are not deployed on the table initially, and when entering the table via a transmat they count as the number of units equal to their MOD value.

NARRATIVE 5: OUTPOST

This action takes place during the continuing fighting over the strategic world of Bhanoon, deep in the great volcanic jungles that surround that war torn planet's equatorial regions. In this encounter Concord troops are advancing stealthily towards an isolated Isorian base. The Isorians have hidden troops around their positions to alert them to attack. The Concord forces must expose and destroy the defenders before they can launch their attack upon the base itself. The defenders must try to hold off the enemy whilst reinforcements hurry to meet the threat.

RUNNING THE GAME

In this battle the defenders have six outposts to place in the path of the enemy. To begin with the attackers don't know which of these outposts are occupied by enemy troops and which represent bluff or empty positions. The attacking force must try to cross the table and leave by the opposing table edge, moving past or destroying enemy outposts and dealing with any reinforcements sent to strengthen the defence. The defenders must try to hold back the raiders and prevent them from reaching their table edge.

It is easy to imagine how this game might be played with any variation of forces: Ghar insurgents probing Algoryn defences, Boromite smugglers making a dash for freedom through a surrounding Freeborn cordon, and so on.

SET UP

The players set up the terrain as described in Setting Up The Terrain page 139. This encounter is imagined to take place in a jungle and the game will work better where there is a fair amount of jungle type area terrain for the forces to move through.

Place at least six pieces of area terrain in each table half. We'd suggest actually filling the table with suitable scenery, leaving about 5" between terrain areas for troops to move round. This will cut down visibility and make it much harder for the attackers to achieve their goal quickly.

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

The defender places six outposts on the defender's side of the table. These are covered foxholes or tunnels, treetop hideaways or similar positions where troops might easily lay

Nano-sized drones, or nanites, are a key component of practically all advanced societies, providing the physical carrier medium for machine-creature interaction, supporting nano-envelopes, and forming the conductive network for intra-atmospheric data highways and micro-energy transmission. These tiny, drones are so small they are invisible to the human eye and easily penetrate and saturate the bodies of living creatures. On the most local level a personal armour defence might cast an invisible deflection shield around an individual person, or form the framework for a protective energy shield. On a larger level, the human Concord and rival Isorian Shard are integrated by means of nanites that form planet-wide conductive nanospheres maintained by nano probes.

concealed. If you have suitable models place them on the table. If not place six markers to show where outposts are.

The outposts must be numbered 1 to 6 in some manner that is clear to both players. A dice placed beside the outpost will do the job.

Outposts can be placed anywhere in the defenders' half of the table, including within terrain areas, but not closer than 5" to each other or to any table edge.

DEPLOYMENT

In this game all the attackers apart from fast units are deployed onto the table at the start of the game. The attacker deploys within one standard move of the table edge as described under Deployment page 140. Fast units can move onto the table from the second turn onwards and must test command in the usual way.

Once the attacking force has deployed its initial units the defender deploys two units into the outposts as follows. The defending player rolls two D6 and the scores indicate the corresponding outposts occupied by his units. If the player rolls a double he must place one unit in the position indicated and can choose any other position to deploy his second unit.

The defender can select any of his units to man the outposts apart from MOD units, which are just too big to hide away! Place a model on the outpost marker and arrange the rest of the unit in formation with it. Once two outposts have been manned the others are revealed as feints and are removed.

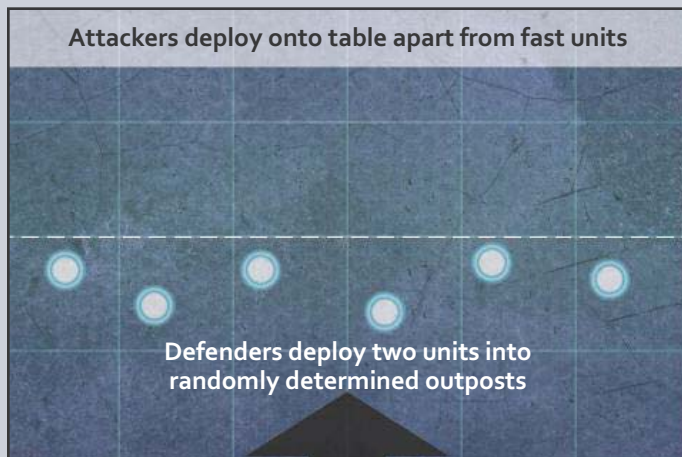
The remaining defenders can enter from turn two onwards. The number of units that can enter each turn is limited as described below. A command test is required to enter in the usual manner. See Moving Onto The Table on page 140.

If the attackers have yet to cross the half way line at the start of turn two, the defenders add one further dice to the dice bag for every defender dice already in the bag. For example, if both defending units survive the first turn there will be two defender order dice in the dice bag, so add a further two making four in total. In turn three, and assuming the attackers are still not across the halfway line, the defenders would add a further four dice, and so on until all dice are in the bag.

Once the attackers reach the half way mark all the defender's remaining order dice go into the dice bag for the next turn onwards.

Fast units enter from turn 2

Attackers deploy onto table apart from fast units



Defenders enter from turn 2 onwards

GAME DURATION

The game is played until one side reaches its break value or until six turns have elapsed, then roll randomly to see if another turn is to be played as described under Game Duration page 141.

The game also ends immediately if all the attackers manage to reach the opposing edge.

VICTORY

The attackers win outright if they manage to get half or more of their units off the opposite table edge, ignoring probes and other sharded units for these purposes.

The defenders win outright if they manage to prevent any attacking units at all getting off the opposing table edge, ignoring probes/shards as above.

If neither side can claim outright victory as described, then the attackers are the winners if the number of units they have got off the table plus the number of units wholly within the defenders' half of the table is greater than the number of attacking units removed as casualties plus the number of units at least partially within the attackers half of the table. Needless to say, if the attacking force is broken it won't be able to win as half will have been destroyed!

SPECIAL SCENARIO RULES

The two outposts represent dug-in or hidden positions and the two units occupying them enjoy a certain level of protection as a result. When shot at they count as a down target even when not down, and troops that benefit from the forced Acc re-roll for down targets receive a special forced Acc re-roll. In other words, hits scored against them will have to be re-rolled. This applies so long as at least one model in the unit remains within 5" of the marker. As soon as the unit is either destroyed or is more than 5" from the marker the outpost is

deemed to have been uncovered, overrun or compromised and is removed. Bear in mind the forced re-roll only applies to troops would otherwise benefit from a re-roll when down and not to other types of unit.

Attackers must attempt to reach the opposing table edge. As soon as any part of any model in a unit crosses the table edge the unit is judged to have crossed the line and is removed from the game together with its order dice.

Notes: This is a variant of the classic breakthrough game in which one side has to get off the opposite table edge and the other has to stop them. Randomising the positions of the outposts is intended to introduce a degree of uncertainty into the proceedings. This hidden element could easily be replaced by a map based hidden unit rule if an umpire is available to administer it.

Generally speaking the attackers have to press on to stand any chance of achieving their objective. They will be hindered by the fact that any units they get off the table will – of course – no longer be available to fight! However, just getting into the defenders' half of the table counts for something and can land a victory of sorts. It is tempting to zip across the table with fast units and make an early exit, but such units will contribute little to the fight, leaving their fellows in the lurch. The outposts are a nuisance but can be overrun fairly easily by an assault. Concentrating fire upon them will pile on the pins allowing them to be bypassed or ignored. This is a scenario that repays playing again with variations of deployment and forces: allowing more units to deploy into outposts for example, permitting the attackers to deploy from the side edges, or simply allowing the attackers more units and seeing how long the defenders can hold out.



NARRATIVE 6: ORBITAL DROP

The bitter struggle between the Concord and Isorians for possession of Bhanoon continues in this fight for a strategic transway hub. Both sides drop troops from orbit into the fighting zone, scattering units in disorder around the area. The rival forces must attempt to regroup and take control of the hub before their enemy can do the same.

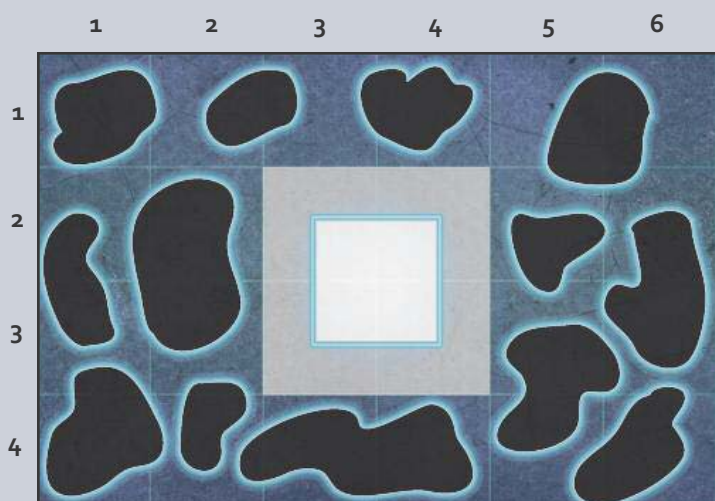
RUNNING THE GAME

This is another fairly straightforward game made somewhat less straightforward by the random positioning of new units throughout the game.

As always the game can be played with any forces, and might easily take place between any of the competing factions of Antarean space over some prized objective such as a transmat array, an ancient Builder site, a stash of Boromite contraband, a Freeborn trading station, and so on.

SET UP

Set up the transway hub in the middle of the table. This is a large building equivalent to four building blocks with open access from the outside into each block. If players do not have such a large building it is suggested that four separate buildings are arranged into the middle of the table separated by about 3" to allow for access and – if possible – with high level walkways. Leave an area of 5-10" around the hub building free of terrain and arrange the rest of the terrain as described under Setting Up The Terrain page 139. The idea is that this is a paved plaza surrounded by areas of parkland and buildings separated by pathways.



DEPLOYMENT

In this game no units begin on the table and both sides enter from turn 1 by making orbital drops. Units are positioned as described below. As both sides descend onto the battlefield neither has a table edge or table half as such. Instead both sides may find their units scattered over the battlefield.

To begin with divide the table into a 6 x 4 grid of squares each 12" across. To randomly select a square roll a D6 for the long axis and a D4 for the short axis.

The grid is used to determine where units land. If a unit lands on any of the four central squares then instead of landing as indicated the unit has landed outside the playing area and can move onto the table from any point along whichever long

edge is closest to the square rolled. See Moving Onto the Table page 140.

When a unit lands it is treated exactly like a unit moving onto the table from an edge and must be given a run or advance order. As with a unit moving from the edge it cannot make an assault in the turn it enters the table.

The player is free to choose any point within the square as the drop point so long as it is not within 1" of an enemy unit apart from probes or other sharded units. If the square contains a building or impenetrable terrain then the drop point must lie outside these features. Place a single model from the unit to represent the drop point, or use a marker to temporarily indicate the point. The unit must then move, measuring each model's movement from the drop point.

If it is impossible to place the drop point in the square rolled, for example because there is no point that is not within 1" of the enemy, the unit lands outside the playing area and moves onto the table from a point along any edge nominated by the opposing player. This point must be more than 10" from any of the opposing player's own units.

Both sides can drop half of their force onto the table in turn 1. This is treated like units moving onto the table in the first turn and no command test is needed. Once a player draws a dice, a unit is selected, the drop point is determined randomly as described above, and the unit is moved from his point.

The remaining forces from both sides can deploy from turn 2 onwards and a command check is required to drop the unit in the usual way for units moving onto the table in the second turn.

GAME DURATION

The game is played until either side reaches its break value or until six turns have elapsed, then roll randomly to see if another turn is to be played as described under Game Duration page 141.

VICTORY

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

SPECIAL SCENARIO RULES

Units equipped with AG Chutes are allowed to choose their drop point rather than roll randomly, but in this case must test command to drop, even in their first turn.

Notes: This game can be fairly anarchic, with units landing close to or some distance from their objective. Units dropping onto the battlefield can find themselves targeted by enemies on ambush, or squeezed into untenable positions between enemy units. Sheer luck can sometimes gift the objective to one side early on, which is why the objective is split into four blocks, making it unlikely that one side will take the entire building from the start. For all these reasons this game is something of a novelty and is best not taken too seriously. An umpire will help to settle matters such as the exact positioning of drop points.

Army Lists

Our army lists serve two purposes. First and foremost they provide all the stats and special rules for the fighting units of the Antarean universe. Secondly, they provide players with a means of selecting armies of comparable fighting value by use of a points system.

The majority of players will no doubt wish to choose armies using points, and this is certainly a good way of organising and building an army.

When it comes to playing a game, players do not have to select armies using the points system if they prefer to come to some other arrangement. For example, where a scenario is created and run by an umpire in a role-playing style it would be more usual for the forces to be dictated by the occasion.

THE FORCE SELECTOR

Forces are chosen to an agreed points value, the greater the total the bigger the game. Every unit has a points cost and various upgrades and options are available at additional cost.

Each army list begins with a **Force Selector** table like the Concord example shown below.

Force Size	CONCORD FORCE SELECTOR				
	Points Value	Tactical	Support	Strategic	Auxiliary
Scouting Force	500	3-4	0-1	0	0-1
Skirmish Force	750	4-6	0-2	0	0-1
Combat Force	1,000	4-6	1-4	0-1	0-2
Battle Force	1,250	5-7	2-5	0-2	0-2
Offensive Force	1,500	5-8	2-6	0-3	0-3
Invasion Force	1,750	5-9	2-7	0-4	0-3
Conquest Force	2,000	5-10	2-8	0-5	0-3
Each 250+ after	+250	Same/+1	Same/+1	Same/+1	Same

Decide how big your army is going to be. An army can be anywhere from a 500 point scouting force up to a 2,000 point plus conquest force or bigger.

Note that the table can be extended indefinitely by adding steps of 250pts and increasing the maximum number of Tactical, Support and Strategic units by +1 at each stage. For example, a 2500 points Concord army would have a maximum

Tactical Combat Level of 12, Support Combat Level of 10, and Strategic Combat Level of 7. The maximum Auxiliary Combat Level remains at the value for 2,000 points.

The **Points Value** column shows how many points are available to spend.

The **Combat Level** columns show how many units you can include from each of the four separate categories: Tactical, Support, Strategic and Auxiliary. The first value is the minimum number and the second value is the maximum number you can choose from that category. So, if the value for a particular column is 2-5 you must choose at least 2 units and you can choose up to 5.

Tactical units are basic troops, the core part of any army.

Support units are things like mobile support weapons and elite troops, the kind of troops that we will deploy where they are most needed.

Strategic units are major assets such as heavily armed vehicles and long-ranged heavy weapons.

Auxiliary units are the sort of useful elements that every army needs but which have little fighting value in themselves. They include things like targeter probes, medics, and engineering units.

CHOOSING UNITS

Choose units from your list up to the value of points available.

You can spend **up to 10%** of your points on **Army Options** instead if you prefer. Army options are a good way of using up the odd spare point once you have chosen your troops, or of boosting the fighting power of a small force. See Army Options below.

Some units are categorised as **Limited Choices**. These are specialist units such as commanders. Regardless of which combat level they come from, **no more than 25%** of the units in your force can be limited choices.

Some units have **Special** conditions attached when it comes to choosing them. For example, you can only include Concord Drop Squads in a Concord Force if you also include a Concord Drop Command Squad.

STATS

Note that the stats of units can sometimes vary if they are given additional or alternative equipment. This is especially true of a unit's Res value, which is affected by armour.

Throughout the lists Res stats are given in the format '5(7)' where 5 is the base value of the stat and 7 is the value with the default armour bonus added. See Armour and Stats page 92 for an explanation of how this works.

ARMY OPTIONS

Up to 10% of the points available can be spent on Army Options as described below. The following Army Options are available to all armies.

• Block! – 5pts

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

The Order Dice drawn from the bag is returned and another random dice is drawn. This dice stands and cannot be blocked!

Use once and discard. You can buy as many 'Blocks!' as you are allowed Auxiliary units in your army.

• Extra Shot – 10pts

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

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

Use once and discard. You can buy as many 'Extra Shots' as you are allowed Auxiliary units in your army.

• Superior Shard – 15pts

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

At the start of the turn you can remove 1 of your opponent's Order Dice from the dice bag. This dice isn't used that turn and is returned into the dice bag at the start of the following turn. This means your opponent will have to fight without one of his dice that turn.

Use once and discard. You can only buy **one** 'Superior Shard' regardless of the size of your army.

• Well Prepared – 5pts

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

If you take any single **re-roll** – for example a re-rolled Res fail for a Leader – you can add **plus one** to the value tested against. For example, instead of testing against a Res of 7 you would test against a Res of 8.

Use once and discard. You can buy as many 'Well Prepared' as you are allowed Auxiliary units in your army.

• Get Up! – 10pts

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

When making a Recovery Test (to put a down order dice back into the dice bag) you will succeed on the roll of anything but a 10 regardless of the value you would normally have to test against. A roll of a 10 is still a fail and no pin markers are removed – as standard.

Use once and discard. You can buy as many 'Get Ups!' as you are allowed Auxiliary units in your army.

• Pull Yourself Together! – 15pts

Good training strengthens the bonds of loyalty within a fighting unit enabling them to maintain their focus on the job at hand.

At the end of any turn you can expend a Pull Yourself Together! to remove 1 pin from one unit.

Use once and discard. You can buy as many 'Pull Yourself Together!' as you are allowed Auxiliary units in your army, but you can only use **one** per turn.

• Marksman – 15pts

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

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

You can only buy **one** 'Marksman' regardless of the size of your army.



Concord Army List

CONCORD FORCE SELECTOR

Force Size	Points Value	Combat Level			
		Tactical	Support	Strategic	Auxiliary
Scouting Force	500	3-4	0-1	0	0-1
Skirmish Force	750	4-6	0-2	0	0-1
Combat Force	1,000	4-6	1-4	0-1	0-2
Battle Force	1,250	5-7	2-5	0-2	0-2
Offensive Force	1,500	5-8	2-6	0-3	0-3
Invasion Force	1,750	5-9	2-7	0-4	0-3
Conquest Force	2,000	5-10	2-8	0-5	0-3
Each 250+ after	+250	Same/+1	Same/+1	Same/+1	Same

- No More than 1 in 4 (25%) of units can be Limited Choices
- You can spend up to 10% of your points on Army Options

TACTICAL

C3 STRIKE COMMAND SQUAD

Infantry Command Unit

Points Value: 110

Limited Choice

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, Follow, Leader 2

2 x Strike Trooper: plasma carbine, HL armour

5

6

5

5(7)

7

8

—

Options

- Include Spotter Drone in unit @10 pts
- Add up to 2 Strike Troopers to unit @22pts each
- Give Commander SlingNet Ammo @5pts
- Include Medi-Drone in unit @20 pts
- Upgrade Commander to Leader 3 @10pts
- Give unit Plasma Grenades @2pts per model



C3 DROP COMMAND SQUAD

Infantry Command Unit

Points Value: 141

Limited Choice

Special: You can only include Drop Squads in your force if you also include a Drop Command Squad

Unit: C3 Drop Command Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Drop Commander: plasma carbine with sub-mounted X-Sling, HL armour, AG Chute	5(6)	6	5	5(7)	7	9	Command, Follow, Leader 2
2 x Drop Trooper: plasma carbine with sub-mounted X-Sling, HL armour, AG Chute	5(6)	6	5	5(7)	7	8	—

Options

- Include Spotter Drone in unit @10 pts
- Add up to 2 Drop Troopers to unit @27pts each
- Give Commander SlingNet Ammo @5pts
- Include Medi-Drone in unit @20 pts
- Upgrade Commander to Leader 3 @10 pts
- Give unit Plasma Grenades @2pts per model

NUHU MANDARIN

Infantry Command Unit

Points Value: 164

Limited Choice

Unit: NuHu Commander	Ag	Acc	Str	Res	Init	Co	Special
NuHu Mandarin: plasma pistol, IMTel Stave	5	6	4	4(7)	9	9	Command, Hero, Follow, Leader 3
1 x Nano Drone	—	—	—	—	—	—	—

Options

- Include up to two Spotter Drones in unit @10 pts each
- Include up to two Shield Drones in unit @10pts each
- Include Medi-Drone in unit @20 pts
- Include up to two Gun Drones with Plasma Carbines in unit @14pts each



The IMTel prepares to incorporate an Ice World.

C3 STRIKE SQUADS

Infantry Unit

Points Value: 112

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	—

Options

- Include Spotter Drone in unit @10 pts
- Give Leader SlingNet Ammo @5pts
- Exchange one trooper's plasma carbine for a plasma lance @3pts
- Add up to 3 Strike Troopers to unit @20pts each
- Give unit Plasma Grenades @2pts per model
- Upgrade Leader to Leader 2 @10 points

C3 DROP SQUADS

Infantry Unit

Points Value: 176

Special: You can only include Drop Squads in your force if you also include a Drop Command Squad

Unit: C3 Drop Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Drop Leader: plasma carbine with sub-mounted X-sling, HL armour, AG Chute	5(6)	5	5	5(7)	7	8	Leader
3 x Drop Trooper: plasma carbine with sub-mounted X-sling, HL armour, AG Chute	5(6)	5	5	5(7)	7	8	—
1 x Drop Trooper: plasma lance, HL armour, AG Chute	5(6)	5	5	5(7)	7	8	—
Options							
• Include Spotter Drone in unit @10 pts • Add up to 3 Drop Troopers with plasma carbine to unit @26pts each • Give Leader SlingNet Ammo @5pts • Give unit Plasma Grenades @2pts per model • Exchange one additional trooper's plasma carbine for a plasma lance @5 pts • Upgrade Drop Leader to Leader 2 @10pts • Upgrade Drop Leader to Leader 3 @20pts							



SUPPORT

C3 INTERCEPTOR COMMAND SQUAD

Mounted Command Unit

Points Value: 168

Limited Choice

Special: You can only include more than 1 Interceptor Squad in your force if you also include an Interceptor Command Squad.

Unit: C3 Interceptor Command Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Interceptor Commander: plasma carbine, HL armour with HL booster, Interceptor bike with twin plasma carbines	5	5	5	5(8)	7	9	Command, Follow, Leader 2, Fast, Large
2 x Interceptor Troopers: plasma carbine, HL armour with HL booster, Interceptor bike with twin plasma carbines	5	5	5	5(8)	7	8	Fast, Large
Options							
• Include Spotter Drone in unit @10pts • Exchange any or all twin-plasma carbines for plasma lance @2pts each • Upgrade Leader to Leader 3 @10pts • Include Compactor Drone in unit @5 pts OR • Include Compactor Drone with Compacted Plasma Cannon @25pts							

C3 INTERCEPTOR SQUADS

Mounted Unit

Points Value: 136

Special: You can only include more than 1 Interceptor Squad in your force if you also include an Interceptor Command Squad

Unit: C3 Interceptor Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Interceptor Leader: plasma carbine, HL armour with HL booster, Interceptor bike with twin plasma carbines	5	5	5	5(8)	7	8	Leader, Fast, Large
2 x Interceptor Troopers: plasma carbine, HL armour with HL booster, Interceptor bike with twin plasma carbines	5	5	5	5(8)	7	8	Fast, Large
Options							
• Include Spotter Drone in unit @10pts • Exchange any or all twin-plasma carbines for plasma lance @2pts each • Upgrade Leader to Leader 2 @10pts • Include Compactor Drone in unit @5pts OR • Include Compactor Drone with Compacted Plasma Cannon @25pts							

C3 SUPPORT TEAM

Weapon Team Unit

Points Value: 40

Unit: C3 X-Launcher Team

	Ag	Acc	Str	Res	Init	Co	Special
2 x Strike Trooper Crew: plasma pistol, HL armour	5	5	5	5(7)	7	8	–

Weapon Options

The support team is armed with an X-launcher. The unit can be given special munitions or rearmed with any of the following support weapons at the points cost shown

- Plasma Cannon @35pts
- Give X-launcher any of the following munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each or 15pts for all

Options

- Include Spotter Drone in unit @10pts
- Add 1 Strike Trooper Crew to unit @15pts
- Upgrade Leader to Leader 2 @10pts
- Include Batter Drone in unit @20pts
- Promote one crew member to Leader @10pts

CONCORD C3D1 LIGHT SUPPORT DRONE

Weapon Drone Unit

Points Value: 59

Unit: Concord Plasma LS Drone

	Ag	Acc	Str	Res	Init	Co	Special
1 x Weapon Drone with plasma light support gun	7	6	1	8	8	8	–

Options

- Add up to 2 Weapon Drones to unit @59pts each.
- Include Spotter Drone in unit @10pts
- Include Batter Drone in unit @20pts
- Include up to 2 Shield Drones with unit @10pts each
- Give Weapon Drone Self-Repair special rule @10pts per model

CONCORD C3D2 MEDIUM SUPPORT DRONE

Weapon Drone Unit

Points Value: 93

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	–

Weapon Options

The Weapon Drone is armed with a plasma light support gun at the point cost shown. This can be exchanged for any of the following support weapons at the additional cost shown:

- Plasma Cannon @5pts
- Fractal Cannon @10pts
- Compression Cannon @10pts

Options

- Include Spotter Drone in unit @10 pts
- Include Batter drone in unit @20 pts
- Include up to two Shield Drones in unit @10pts each
- Give Weapon Drone Self-Repair special rule @10pts



Interceptor bikes and weapon drones speed over treacherous arctic terrain.

STRATEGIC

C3 SUPPORT TEAM WITH PLASMA BOMBARD

Weapon Team Unit

Points Value: 120

Unit: C3 Plasma Bombard 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
1 x Spotter Drone	–	–	–	–	–	–	–

Options

- Include additional Spotter Drone in unit @10pts
- Add up to 2 Strike Trooper Crew to unit @15pts each
- Upgrade Leader to Leader 2 @10pts
- Include Batter Drone in unit @20pts
- Upgrade one crew member to Leader @10pts

C3 SUPPORT TEAM WITH X-HOWITZER

Weapon Team Unit

Points Value: 110

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	–	–	–	–	–	–	–

Options

- Include additional Spotter Drone in unit @10pts
- Give the unit any of the following munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each **OR** 15pts for all.
- Include Batter Drone in unit @20pts
- Upgrade one crew member to Leader @10pts
- Add up to 2 Strike Trooper Crew to unit @15pts each
- Upgrade Leader to Leader 2 @10pts

CONCORD C3M4 COMBAT DRONE

Vehicle Unit

Points Value: 249

Unit: Concord Combat Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Combat Drone with plasma light support and plasma cannon	5	6	1	13	8	8	MOD2, Large
1 x Spotter Drone	–	–	–	–	–	–	–

Weapon Options

The Combat Drone is armed with a plasma cannon at no points cost. It can be re-armed with any of the following support weapons at the point cost shown.

- Fractal Cannon @5pts
- Compression Cannon @5pts

Options

- Include additional Spotter Drone @10pts
- Include up to two Shield Drones in unit @10pts each
- Include up to two Batter Drones @20pts each
- Give Combat Drone Self-Repair special rule @10pts

CONCORD C3T7 TRANSPORTER DRONE

Vehicle Unit

Points Value 194

Special: You cannot include more Transporter Drones in your force than you have C3 Strike Squads

Unit: Concord Transporter Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Transporter Drone with plasma light support	5	6	1	13	8	8	MOD2, Transport 10, Large

Options

- Include Spotter Drone @10pts
- Include up to two Shield Drones in unit @10pts each
- Include Batter Drone @20pts
- Give Transporter Drone Self-Repair special rule @10pts

Suspensors are a fact of everyday life: energy forcefields that enable a drone to float through the air, or buildings to hover suspended in space – held in position by structural suspensors. Suspensor technology has largely replaced physical motive force as a means of propulsion – it provides the means by which most vehicles, drones and loads move from place to place – invisibly, silently and speedily.

CONCORD C₃M₂₅ HEAVY COMBAT DRONE

Vehicle Unit

Points Value: 418

Unit: Concord Heavy Combat Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Combat Drone with plasma light support and plasma bombard	5	6	1	15	8	8	MOD3, Slow, Large
1 x Spotter Drone	—	—	—	—	—	—	—

Weapon Options

The Heavy Combat Drone is armed with a plasma bombard at no points cost. It can be re-armed with any of the following heavy support weapons at the point cost shown.

- Compression Bombard @25pts

Options

- Add additional Spotter Drone @20pts
- Include up to two Shield Drones in unit @10pts each
- Include up to two Batter Drones @20pts each
- Give Combat Drone Self-Repair special rule @10pts

CONCORD C₃M₅₀ HEAVY SUPPORT DRONE

Vehicle Unit

Points Value: 418

Unit: Concord Heavy Support Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Heavy Support Drone with plasma light support and X-Howitzer	5	6	1	15	8	8	MOD3, Slow, Large
1 x Spotter Drone	—	—	—	—	—	—	—

Weapon Options

The Heavy Support Drone is armed with an X-Howitzer at no points cost. It can be re-armed with any of the following heavy support weapons at the point cost shown.

- Fractal Bombard @25pts
- Mag Mortar @ Free
- Give X-Howitzer/Mag Mortar Special Munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each **OR** 15pts for all

Options

- Add additional Spotter Drone @10pts
- Include up to two Shield Drones in unit @10pts each
- Include up to two Batter Drones @20pts each
- Give Heavy Support Drone Self-Repair special rule @10pts



Interceptor bikes race into the attack.

AUXILIARY

TARGETER PROBE SHARD

Probe Unit

Points Value:20

Unit: Concord Targeter Probe	Ag	Acc	Str	Res	Init	Co	Special
4 x Targeter Probes	–	–	–	5	–	–	Shard

Options

- Add up to 2 Targeter Probes to sharded unit @5pts each



MEDI-PROBE SHARD

Probe Unit

Points Value:40

Unit: Concord Medi-Probe	Ag	Acc	Str	Res	Init	Co	Special
4 x Medi-Probes	–	–	–	5	–	–	Shard

Options

- Add up to 2 Medi-Probes to sharded unit @10pts each

SCOUT PROBE SHARD

Probe Unit

Points Value:40

Unit: Concord Scout Probe	Ag	Acc	Str	Res	Init	Co	Special
4 x Scout Probes	–	–	–	5	–	–	Shard

Options

- Add up to 2 Scout Probes to sharded unit @10pts each

C3D1/GP LIGHT GENERAL PURPOSE DRONE

Weapon Drone Unit

Points Value:20

Unit: Concord GP Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x General Purpose Drone	7	0	1	8	8	8	–

Options

- Include Spotter Drone in unit @10 pts
- Include Batter drone in unit @20 pts
- Include up to two Shield Drones in unit @10pts each
- Give GP Drone Subverter Matrix @20pts
- Give GP Drone Self-Repair special rule @10pts



Concord X-launcher team target Algoryn defences.



Freeborn Vardanari occupy the ruins of a ravaged settlement.



Ghar Army List

ARMY SPECIAL RULE – DISTORT DICE

Ghar forces make use of disruptor weaponry that tears apart the fabric of space, causing spontaneous disruption that affects the local area – sometimes for years afterwards. We represent this during the game as follows.

A distinct order dice will be needed – an order dice that is different from either the Ghar player's own order dice or those of his opponent. This is the 'distort dice'.

At the start of each turn put the distort dice in the dice bag along with the order dice for the opposing sides.

When the distort dice is drawn this means the next order dice drawn must be used to give a down order. The unit has been entangled in an area of distorted space and we represent this by giving the unit a down order. All the usual rules that apply to down units of that type will apply to the affected unit in exactly the same way as if the player had deliberately given the unit a down order.

Note that the distort dice can affect either side, and the player whose unit is affected can choose any unit to give the down order to. The order can only be given to a unit that could otherwise be given a down order (and not to a unit of probes for example as they are always given a run order).

Normally, a single distort dice is used at a time, but a narrative scenario can introduce two or more distort dice to the mix.

Karg 12-40-9, High Commander Battle Group Ten, fixed his rival with a malicious stare.

"Fartok", he sneered, "you have failed. There is only one fate for those that fail the Ghar Supreme Commander".

Fartok hung his head in shame for he knew it was true. It was not his fault. The cursed Algoryn had been waiting for him. The Battle Group had been caught in a trap from which only he and a handful of survivors had escaped.

"You have been declared Outcast together with the snivelling dogs of Battle Group Nine!". He smirked as he savoured the victory over his old brood mate.

"I shall take command of Ghar forces on Ephra", he announced triumphantly.

Fartok ground his teeth but could do no more. He had fought bravely and courageously but bravery and courage meant nothing to the Ghar. Only victory mattered. He had failed and now he had been cast out forever.

GHAR FORCE SELECTOR

Force Size	Points Value	Combat Level			
		Tactical	Support	Strategic	Auxiliary
Scouting Force	500	2-3	0	0	0-1
Skirmish Force	750	2-4	0-1	0	0-1
Combat Force	1,000	3-5	0-2	0-1	0-2
Battle Force	1,250	3-6	0-3	0-2	0-2
Offensive Force	1,500	4-8	0-4	0-3	0-3
Invasion Force	1,750	4-9	0-5	0-4	0-3
Conquest Force	2,000	4-10	0-6	0-5	0-3
Each 250+ after	+250	Same/+1	Same/+1	Same/+1	Same

- No More than 1 in 4 (25%) of units can be Limited Choices
- Your force must include at least 1 Ghar Battle Squad
- You can spend up to 10% of your points on Army Options

TACTICAL

GHAR BATTLE SQUAD

Infantry Unit

Points Value: 184

Special: Your force must include at least one Ghar Battle Squad

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

Options

- Add up to 2 Ghar Troopers to unit @60pts each
- Upgrade Leader to Leader 3 @20pts
- Give unit Plasma Dump @5pts per model
- Upgrade Leader to Leader 2 @10pts
- Give unit Plasma Amplifier @10pts per model



GHAR ASSAULT SQUAD

Infantry Unit

Points Value: 184

Unit: Ghar Assault Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Ghar Leader with Gouger, Plasma Claw, Disruptor Discharger	3	5	10	4(12)	8	8	Leader, Large, Scramble Proof, Plasma Reactor
2 x Ghar Troopers with Gouger, Plasma Claw, Disruptor Discharger	3	5	10	4(12)	7	7	Large, Scramble Proof, Plasma Reactor

Options

- Add up to 2 Ghar Troopers to unit @60pts each
- Upgrade Leader to Leader 3 @20pts
- Give unit Plasma Dump @5pts per model
- Upgrade Leader to Leader 2 @10pts
- Give unit Plasma Amplifier @10pts per model



OUTCAST COMMAND SQUAD

Infantry Command Unit

Points Value: 40

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

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

Options

- Upgrade Leader to Leader 2 @10pts
- Upgrade Leader to Leader 3 @20pts
- Include up to two additional Outcasts @4pts each

OUTCAST SQUAD

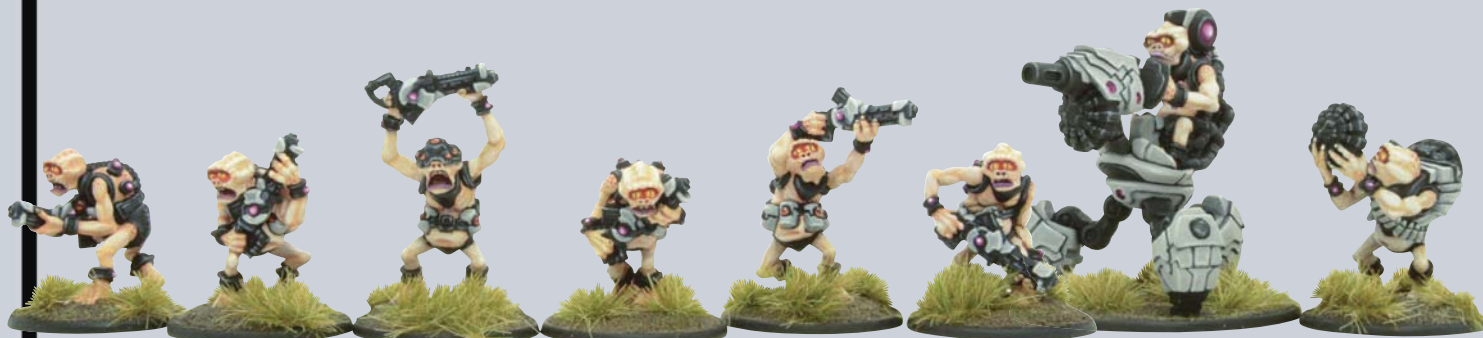
Infantry Unit

Points Value: 43

Unit: Ghar Outcasts	Ag	Acc	Str	Res	Init	Co	Special
1 x Ghar Outcast Leader with Lugger Gun	6	5	3	4	7	7	Leader, Outcasts
5 x Ghar Outcasts with Lugger Gun	6	5	3	4	6	6	Outcasts
0 x Outcast Weapon Team of 2 with Disruptor Cannon	6	5	3	4	6	6	Outcasts

Options

- Include up to six additional Outcasts @5pts each
- Include one Disruptor Cannon with two crew @24pts
- Upgrade Leader to Leader 2 @10pts
- Give unit Plasma Grenades @2pts per model



OUTCAST DISRUPTOR CANNON

Weapon Team Unit

Points Value: 24

Special: The army cannot include more than one Outcast Disruptor Cannon unit unless it also includes an Outcast Command Squad

Unit: Ghar Outcasts with Disruptor Cannon	Ag	Acc	Str	Res	Init	Co	Special
2 x Outcast crew	6	5	3	4	6	6	Outcasts
0 x Outcast Leader with maglash	6	5	3	4	7	7	Leader, Outcasts

Options

- Add up to 2 Outcast crew @4pts each
- Add Outcast Leader with maglash @9pts
- Upgrade Leader to Leader 2 @10pts

SUPPORT

GHAR COMMAND CRAWLER

Vehicle Command Unit

Points Value 243

Limited Choice

Special: You can only include other Support or Strategic units in your army if it also includes a Command Crawler or a High Commander of any kind

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, Follow, Leader 2, Large, Crawler, MOD2, Scramble Proof, Plasma Reactor

Options

- Upgrade Commander to Leader 3 @10 pts
- Upgrade Leader 3 to High Commander @10pts
- Give unit Plasma Dump @5pts
- Give unit Plasma Amplifier @10pts

GHAR ATTACK SCUTTERS

Mounted Unit

Points Value: 88

Limited Choice

Unit: Ghar Attack Scutters	Ag	Acc	Str	Res	Init	Co	Special
1 x Ghar Attack Scutter Leader with Scourer Cannon	5	5	1	4(10)	8	8	Leader, Large, Crawler, Scramble Proof, Plasma Reactor
2 x Ghar Attack Scutters with Scourer Cannon	5	5	1	4(10)	7	7	Large, Crawler, Scramble Proof, Plasma Reactor

Options

- Add up to 2 Attack Scutters to unit @26pts each
- Give unit Plasma Dump @5pts per model
- Give unit Plasma Amplifier @10pts per model

GHAR BOMBER SQUAD

Infantry Unit/Mixed Infantry+Mount

Points Value: 127

Unit: Ghar Bomber Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Ghar Leader with Scourer Cannon	3	5	10	4(12)	8	8	Leader, Large, Scramble Proof, Plasma Reactor
1 x Ghar Bomb Trooper with Disruptor Bomber	3	5	10	4(12)	7	7	Large, Scramble Proof, Plasma Reactor
0 x Ghar Troopers with Scourer Cannon	3	5	10	4(12)	7	7	Large, Scramble Proof, Plasma Reactor
0 x Ghar Scutters with Scourer Cannon, Bomb Feeder	3	5	1	4(10)	7	7	Large, Crawler, Scramble Proof, Plasma Reactor

Options

- Add up to 2 Ghar Troopers to unit @60pts each
- Upgrade Leader to Leader 2 @10pts
- Give unit Plasma Dump @5pts per model
- Add up to 1 Scutter to unit @26pts
- Upgrade Leader to Leader 3 @20pts
- Give unit Plasma Amplifier @10pts per model

STRATEGIC

GHAR BOMBARDMENT CRAWLER

Vehicle Unit/Mixed Vehicle+Mounts

Points Value: 256

Unit: Ghar Bombardment Crawler	Ag	Acc	Str	Res	Init	Co	Special
1 x Ghar Bombardment Crawler with Heavy Disruptor Bomber, 2 x Scourer Cannon	3	5	10	13	8	9	MOD 2, Large, Crawler, Scramble Proof, Plasma Reactor
0 x Ghar Scutters with Scourer Cannon, Bomb Feeder	3	5	1	4 (10)	7	7	Large, Crawler, Scramble Proof, Plasma Reactor

Options

- Add up to 3 Scutters to units @26pts
- Give unit Plasma Dump @5pts per model
- Give unit Plasma Amplifier @10pts per model

AUXILIARY

TECTORIST SCOUTS

Special: Sharded Infantry Unit

Points Value: 20

Unit: Tectorist Scouts	Ag	Acc	Str	Res	Init	Co	Special
4 x Tectorist Scouts with Tector rods	6	5	3	4	7	7	Outcasts, Leader, Shard

Options

- Add up to 2 Scouts to unit @5pts each

WRECKER

Mounted Unit

Points Value: 30

Unit: Wrecker	Ag	Acc	Str	Res	Init	Co	Special
1 x Ghar Wrecker with Grabber	7	–	7	4(10)	7	8	Crawler, Large, Scramble Proof, Plasma Reactor

FLITTERS

Probe Unit

Points Value: 20

Unit: Ghar Flitters	Ag	Acc	Str	Res	Init	Co	Special
4 x Flitters	–	–	–	3	–	–	Shard, Scramble Proof

Options

- Add up to 2 Flitters to unit @5pts each

Algoryn Army List

ALGORYN FORCE SELECTOR

Force Size	Points Value	Combat Level			
		Tactical	Support	Strategic	Auxiliary
Scouting Force	500	3-4	0-1	0	0-1
Skirmish Force	750	4-7	0-3	0	0-1
Combat Force	1,000	4-8	1-5	0-1	0-2
Battle Force	1,250	5-9	2-6	0-2	0-2
Offensive Force	1,500	6-10	3-8	0-3	0-3
Invasion Force	1,750	6-11	3-9	0-4	0-3
Conquest Force	2,000	6-12	3-10	0-5	0-3
Each 250+ after	+250	Same/+1	Same/+1	Same/+1	Same

- No More than 1 in 4 (25%) of units can be Limited Choices
- You can spend up to 10% of your points on Army Options

TACTICAL

AI COMMAND SQUAD

Infantry Command Unit

Points Value: 104

Limited Choice

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, Follow, Leader 2
2 x AI Trooper: plasma carbine, reflex armour	5	5	5	6(7)	7	8	—

Options

- Include Spotter Drone in unit @10pts
- Include Medi-Drone in unit @20pts
- Add up to 2 AI Troopers to unit @20pts each
- Upgrade Commander to Leader 3 @10pts
- Give Commander SlingNet Ammo for X-Sling @5pts
- Give Commander Overload Ammo for X-Sling @5pts
- Give unit Plasma Grenades @2pts per model



AI ASSAULT COMMAND SQUAD

Infantry Command Unit

Points Value: 119

Limited Choice

Special: You can only include more than 1 Assault Squad in your force if you also include an Assault Command Squad

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

Options

- Include Spotter Drone in unit @10pts
- Include Medi-Drone in unit @20pts
- Add up to 2 AI Assault Troopers to unit @25pts each
- Upgrade Leader 2 to Leader 3 @10pts
- Give Commander SlingNet Ammo for X-sling @5pts
- Give Commander Overload Ammo for X-sling @5pts
- Give unit Plasma Grenades @2pts per model

AI SQUADS

Infantry Unit

Points Value: 94

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	—

Options

- Include Spotter Drone in unit @10pts
- Add up to 3 AI Troopers to unit @17pts each
- Give unit Plasma Grenades @2pts per model
- Exchange any one AI trooper's weapon for mag gun, mag repeater or micro-X launcher @FREE
- Upgrade Leader to Leader 2 @10 points
- Give AI Leader mag gun or mag repeater instead of mag pistol @3pts
- Give unit SlingNet Ammo for X-sling/Micro-X launchers @5pts per model
- Give unit Overload Ammo for X-sling/Micro-X launchers @5pts per model



AI ASSAULT SQUADS

Infantry Unit

Points Value: 120

Special: You can only include more than 1 Assault Squad in your force if you also included an Assault Command Squad

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

Options

- Include Spotter Drone in unit @10pts
- Add up to 3 AI Assault Troopers to unit @22pts each
- Upgrade Leader to Leader 2 @10pts
- Give unit Homer Drone @15pts

AI INFILTRATION SQUADS

Infantry Unit

Points Value: 119

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	—	—	—	—	—	—	—

Options

- Include additional Spotter Drone in unit @10pts
- Add up to 3 AI Infiltrator Troopers to unit @18pts each
- Upgrade Leader to Leader 2 @10pts
- Give Leader mag repeater instead of mag pistol @3pts
- Give Leader SlingNet Ammo for X-Sling @5pts
- Give Leader Overload Ammo for X-Sling @5pts
- Give unit Plasma Grenades @2pts per model
- Give unit Solar Charges @3pts per model
- Give unit Camo Drone@10pts
- Give unit Homer Drone@15pts



SUPPORT

AI INTRUDER SKIMMER COMMAND SQUAD

Mounted Command Unit

Points Value: 186

Limited Choice

Special: You can only include more than 1 Intruder Skimmer Squad in your force if you also include an Intruder Skimmer Command Squad

Unit: AI Intruder Skimmer Command	Ag	Acc	Str	Res	Init	Co	Special
1 x AI Intruder Commander: plasma carbine, reflex armour with HL booster, Intruder Skimmer with twin mag repeaters	5	5	5	6(8)	7	9	Command, Follow, Leader 2, Large, Fast
2 x AI Intruder Trooper: plasma carbine, reflex armour with HL booster, Intruder Skimmer with twin mag repeaters	5	5	5	6(8)	7	8	Large, Fast

Options

- Give unit Spotter Drone @10pts
- Upgrade Leader 2 to Leader 3 @10pts
- Exchange Compacted Mag LS for Mag Cannon @10pts
- Give unit Compactor Drone @5pts
- OR Give unit Compactor Drone with Compacted Mag Light Support 15pts

AI INTRUDER SKIMMER SQUAD

Mounted Unit

Points Value: 106

Special: You can only include more than 1 Intruder Skimmer Squad in your force if you also include a Intruder Skimmer Command Squad

Unit: AI Intruder Skimmer	Ag	Acc	Str	Res	Init	Co	Special
1 x AI Intruder Leader: mag repeater, reflex armour with HL booster, Intruder Skimmer with twin mag repeaters	5	5	5	6(8)	7	8	Leader, Large, Fast
2 x AI Intruder Trooper: mag repeater, reflex armour with HL booster, Intruder Skimmer with twin mag repeaters	5	5	5	6(8)	7	8	Large, Fast

Options

- Give unit Compactor Drone @5pts
- OR Give unit Compactor Drone with Compacted Mag Light Support @15pts
- Give unit Spotter Drone @10pts
- Exchange Compacted Mag LS for Mag Cannon @10pts

AI SUPPORT TEAM

Weapon Team Unit

Points Value: 38

Unit: AI Support team with mag light support

2 x AI Trooper Crew: mag pistol, reflex armour

Ag	Acc	Str	Res	Init	Co	Special
5	5	5	6(7)	7	8	–

Weapon Options

The Support team is armed with a Mag Light Support at no points cost. It can be rearmed with any of the following support weapons at the point cost shown.

- Mag Cannon @10pts
- X-launcher @ Free
- Give X-launcher any of the following munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each OR 15pts for all

Options

- Include Spotter Drone in unit @10pts
- Add 1 AI Trooper Crew to unit @14pts
- Promote one crew member to Leader @10pts
- Give crewmen mag guns or mag repeaters instead of pistols @3pts per model



AI SPECIALIST SUPPORT TEAM

Weapon Team Unit

Points Value: 68

Limited Choice

Unit: AI Support Team with plasma light support

2 x AI Trooper Crew: mag pistol, reflex armour

Ag	Acc	Str	Res	Init	Co	Special
5	5	5	6(7)	7	8	–

Weapon Options

The Support team is armed with a Plasma Light Support at no points cost. It can be rearmed with any of the following support weapons at the point cost shown.

- Fractal Cannon @10pts
- Plasma cannon @5 pts

Options

- Include Spotter Drone in unit @10pts
- Add 1 AI Trooper Crew to unit @14pts
- Promote one crew member to Leader @10pts
- Give crewmen mag guns or mag repeaters instead of pistols @3pts per model



AI AVENGER ATTACK SKIMMER

Vehicle Unit

Points Value: 118

Unit: AI Avenger Attack Skimmer

AI Avenger Skimmer with mag light support

Ag	Acc	Str	Res	Init	Co	Special
5	5	5	11	7	8	MOD2, Large

Options

- Give HL Booster adding +1 to its Res @24pts
- Include Spotter Drone in unit @10pts
- Exchange weapon for twin Mag Light Support @10pts
- Include Batter Drone in unit @20pts
- Exchange weapon for Mag Cannon @10pts

STRATEGIC

AI HEAVY SUPPORT TEAM

Weapon Team Unit

Points Value: 97

Unit: AI Support Team with mag heavy support	Ag	Acc	Str	Res	Init	Co	Special
3 x AI Trooper Crew: mag pistol, reflex armour	5	5	5	6(7)	7	8	Heavy, Large
1 x Spotter Drone	—	—	—	—	—	—	—

Weapon Options

The support team is armed with a Mag Heavy Support at no points cost. It can be re-armed with any of the following weapons at the point cost shown.

- Heavy Mag Cannon @10pts
- X-Howitzer @10pts
- Mag Mortar @10pts
- Give X-Howitzer/Mag Mortar Special Munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each OR 15pts for all.

Options

- Include Spotter Drone in unit @10pts
- Include Batter Drone in unit @20pts
- Promote one crew member to Leader @10pts
- Add 1 AI Trooper Crew to unit @14pts
- Give crewmen mag guns or mag repeaters instead of mag pistols @3pts per model

AI SPECIALIST HEAVY SUPPORT TEAM

Weapon Team Unit

Points Value: 117

Limited Choice

Unit: AI Specialist Heavy Support Team with Plasma Bombard	Ag	Acc	Str	Res	Init	Co	Special
3 x AI Trooper Crew: mag pistol, reflex armour	5	5	5	6(7)	7	8	Large, Slow
1 x Spotter Drone	—	—	—	—	—	—	—

Weapon Options

The support team is armed with a Plasma Bombard at no points cost. It can be re-armed with the following weapon at the point cost shown.

- Fractal Bombard @15pts

Options

- Include Spotter Drone in unit @10pts
- Include Batter Drone in unit @20pts
- Promote one crew member to Leader @10pts
- Add 1 AI Trooper Crew to unit @14pts
- Give crewmen mag guns or mag repeaters instead of mag pistols @3pts per model

AI DEFIANT TRANSPORT SKIMMER

Vehicle Unit

Points Value 164

Special: You cannot include more Transport Skimmers in your force than you have AI Squads

Unit: Defiant Transport Skimmer	Ag	Acc	Str	Res	Init	Co	Special
1 x Transport Skimmer with mag light support	5	6	1	13	8	8	MOD2, Transport 10, Large

Options

- Include Spotter Drone @10pts
- Include Batter Drone @20pts
- Include up to two Shield Drones in unit @10pts each
- Give Transport Skimmer Self Repair special rule @10pts



An Algoryn Armoured Infantry Commander directs his troops.

AI LIBERATOR COMBAT SKIMMER – X01 HI-MAG

Vehicle Unit

Points Value: 184

Unit: Liberator Combat Skimmer	Ag	Acc	Str	Res	Init	Co	Special
1 x Combat Skimmer with 2 mag light support	5	6	1	13	8	8	MOD2, Large
1 x Spotter Drone	–	–	–	–	–	–	–

Weapon Options

The Combat Skimmer is armed with two mag light supports at no points cost. A single mag light support can be replaced with any of the following weapons at the point cost shown.

- Mag Cannon @5pts
- Twin Mag Light Support @10pts

Options

- Include additional Spotter Drone @10pts
- Include up to two Shield Drones in unit @10pts each
- Include up to two Batter Drones @20pts each
- Give Combat Skimmer Self-Repair special rule @10pts

AI LIBERATOR COMBAT SKIMMER – X06 PLASMA DESTROYER

Vehicle Unit

Points Value: 244

Unit: Liberator Combat Skimmer	Ag	Acc	Str	Res	Init	Co	Special
1 x Combat Skimmer with 2 plasma light support	5	6	1	13	8	8	MOD2, Large
1 x Spotter Drone	–	–	–	–	–	–	–

Weapon Options

The Combat Skimmer is armed with two plasma light supports at no points cost. A single plasma light support can be replaced with the following weapon at the point cost shown.

- Plasma Cannon @5 pts

Options

- Include additional Spotter Drone @10pts
- Include up to two Shield Drones in unit @10pts each
- Include up to two Batter Drones @20pts each
- Give Combat Skimmer Self-Repair special rule @10pts

AI LIBERATOR COMBAT SKIMMER – X10 SPECIAL

Vehicle Unit

Points Value: 224

Unit: Liberator Combat Skimmer	Ag	Acc	Str	Res	Init	Co	Special
1 x Combat Skimmer with 1 mag light support and 1 fractal cannon	5	6	1	13	8	8	MOD2, Large
1 x Spotter Drone	–	–	–	–	–	–	–

Weapon Options

The Combat Skimmer is armed with 1 fractal cannon at no points cost. The fractal cannon can be replaced with the following weapon at the point cost shown.

- Compression Cannon @ FREE

Options

- Include additional Spotter Drone @10pts
- Include up to two Shield Drones in unit @10pts each
- Include up to two Batter Drones @20pts each
- Give Combat Skimmer Self-Repair special rule @10pts

AI BASTION HEAVY COMBAT SKIMMER

Vehicle Unit

Points Value: 378

Unit: Algoryn Bastion Heavy Combat Skimmer	Ag	Acc	Str	Res	Init	Co	Special
1 x Heavy Combat Skimmer with mag light support and heavy mag cannon	5	6	1	15	8	8	MOD3, Slow, Large
1 x Spotter Drone	–	–	–	–	–	–	–

Weapon Options

The Heavy Combat Skimmer's mag light support can be exchanged for any of the following support weapons at the points cost shown.

- Twin Mag Light Support @10pts
- Plasma Light Support @30pts

Options

- Include additional Spotter Drone @10pts
- Include up to two Shield Drones in unit @10pts each
- Include Batter Drone @20pts
- Give Heavy Combat Skimmer Self Repair special rule @10pts

AUXILIARY

TARGETER PROBE SHARD

Probe Unit

Points Value: 20

Unit: Targeter Probe	Ag	Acc	Str	Res	Init	Co	Special
4 x Targeter Probes	–	–	–	5	–	–	Shard

Options

- Add up to 2 Targeter Probes to sharded unit @5pts each



SCOUT PROBE SHARD

Probe Unit

Points Value: 40

Unit: Algoryn Scout Probe	Ag	Acc	Str	Res	Init	Co	Special
4 x Scout Probes	–	–	–	5	–	–	Shard

Options

- Add up to 2 Scout Probes @10pts each

AI MEDIC TEAM

Infantry Unit

Points Value: 30

Unit: Algoryn Medic	Ag	Acc	Str	Res	Init	Co	Special
2 x Algoryn Medic: reflex armour, mag pistol	5	5	5	6(7)	7	8	Medic

Options

- Give Medics mag gun or mag repeater instead of pistols @6pts
- Give unit Medi-Drone @20pts
- Give unit Spotter Drone @10pts

A coil of radiant darkness sprang from the machine as it slowly disintegrated into its constituent atoms. The crude plasma coils dissolved away and blue-white blinding energy dripped and pooled upon the ground.

'To cover... quickly!' Myran Tor's combat interface crackled and faded as the mounting distortion field tore at the fabric of space. The squad had seconds to escape.

Myran turned to run. The shock wave caught him from behind. Like a feather before a hurricane he was cast into the air and landed heavily amongst the rubble of what had once been the consulate. His helmet's sensors blinked into darkness, scrambled by the energy pulse from the exploding Ghar battlesuit. With a curse he switched the visor to transparent. It would be suicide to remove the helmet whilst he remained so close to the spill from the primitive reactor. Through pitted vision slits he could see the remnants of violet energy play over the plates of his armoured suit.

The suit's reflex shielding had held in spite of the energy pulse that had knocked out its other systems.

The rest of the squad was nowhere to be seen. The spot where the Ghar machine had once stood was now the epicentre of a swirling cloud of fractured darkness. The tide of plasmic debris from the explosion had almost washed over Myran and – most likely – had engulfed the other Algoryn before they had a chance to escape. His suit's interface that connected him to the unit's combat shard remained stubbornly blank and silent. Without visual enhancement it was hard to make out much through the whirling blades of black energy that seemed to shred the air, growing closer and closer by the moment. He had not entirely escaped yet it seemed. The primitive Ghar plasma reactor hadn't just blown a crater in the ground and vaporised the rest of Myran's squad. It had blown a hole in the universe.



Isorian Army List

ISORIAN FORCE SELECTOR

Force Size	Points Value	Combat Level			
		Tactical	Support	Strategic	Auxiliary
Scouting Force	500	3-4	0-1	0	0-1
Skirmish Force	750	4-6	0-2	0	0-1
Combat Force	1,000	4-6	1-4	0-1	0-2
Battle Force	1,250	5-7	2-5	0-2	0-2
Offensive Force	1,500	5-8	2-6	0-3	0-3
Invasion Force	1,750	5-9	2-7	0-4	0-3
Conquest Force	2,000	5-10	2-8	0-5	0-3
Each 250+ after	+250	Same/+1	Same/+1	Same/+1	Same

- No More than 1 in 4 (25%) of units can be Limited Choices
- You can spend up to 10% of your points on Army Options

TACTICAL

SENATEX COMMAND SQUAD

Infantry Command Unit			Points Value: 110					Limited Choice
Unit: Senatex Command Squad	Ag	Acc	Str	Res	Init	Co	Special	
1 x Senatex Commander with plasma carbine, X-Sling, phase armour	5	6	5	5(7)	7	9	Command, Follow, Leader 2	
2 x Phase Trooper with plasma carbine, phase armour	5	6	5	5(7)	7	8	–	
Options								
• Include Spotter Drone in unit @10pts		• Add up to 2 Phase Troopers to unit @22pts each				• Give Commander SlingNet Ammo @5pts		
• Include Medi-Drone in unit @20pts		• Upgrade Commander to Leader 3 @10pts				• Give unit Plasma Grenades @2pts per model		

NUHU SENATEXIS

Infantry Command Unit			Points Value: 174					Limited Choice
Unit: NuHu Commander	Ag	Acc	Str	Res	Init	Co	Special	
1 x NuHu Senatexis with Plasma Pistol, IMTel Stave	5	6	4	4(7)	9	9	Command, Hero, Follow, Leader 3	
1 x Nano Drone	—	—	—	—	—	—	—	
Options								
• Include up to two Spotter Drones in unit @10pts each				• Include up to two Shield Drones in unit @10pts each				
• Include Medi-Drone in unit @20pts				• Include up to two Gun Drones with Plasma Carbines in unit @14pts each				

SENATEX PHASE SQUADS

Infantry Unit

Points Value: 112

Unit: Senatex Phase Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Phase Leader with plasma carbine, X-Sling, 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	—

Options

- Include Spotter Drone in unit @10pts
- Add up to 3 Phase Troopers to unit @20pts each
- Give Leader SlingNet Ammo @5pts
- Give unit Plasma Grenades @2pts per model
- Exchange one trooper's plasma carbine for a plasma lance @3pts
- Upgrade Leader to Leader 2 @10pts



SUPPORT

SENATEX SUPPORT TEAM WITH X-LAUNCHER

Weapon Team Unit

Points Value: 40

Unit: Senatex X-launcher Team	Ag	Acc	Str	Res	Init	Co	Special
2 x Phase Trooper Crew with plasma pistol, phase armour	5	5	5	5(7)	7	8	—

Weapon Options

The Support team is armed with a X-launcher. The unit can be given special munitions or rearmed with any of the following support weapons at the point cost shown.

- Plasma cannon @35 pts
- Give X-launcher any of the following munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each OR 15pts for all

Options

- Add 1 Phase Trooper Crew to unit @15pts
- Include Spotter Drone in unit @10pts
- Include Batter drone in unit @20pts
- Promote one crew member to Leader @10pts
- Upgrade Leader to Leader 2 @10pts



ISORIAN PHASE SNIPER

Weapon Team Unit

Points Value: 62

Special: You can only include one phase sniper in your army

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
1 x Spotter Drone	—	—	—	—	—	—	—

Options

- Add one additional Spotter Drone @10pts
- Include Camo Drone in unit @10pts
- Include Shield Drone in unit @10pts
- Upgrade Sniper to Leader 2 @20pts

Spacecraft vary from tiny transporters less than a hundred metres long to vast craft tens of kilometres in length and home to untold millions of people. The largest craft are usually moored around a sun and rarely make the interstellar journey, instead serving as a base of operations within a solar system.

Depending upon their size and function, spaceships utilise a variety of different drive mechanisms, but even the fastest ships are incapable of reaching anything like light-speeds. Most of the time required for interstellar journeys is that needed to travel from gates to destination worlds, which can be anything from a few hours to several months depending on where gates are located within a solar system.

Although direct interstellar travel occurs in a limited way between nearby stars, such missions are usually undertaken by unmanned craft. A journey through interstellar space takes many years, and only in a few rare cases have the results been sufficiently worthwhile to

establish permanent colonies. Several alien species that evolved upon worlds inaccessible by gates spread though local space in this way, before discovering a gateway in an adjoining system.

Ghar spacecraft are primitive and unsafe contraptions compared to the usual advanced machines of Antarean space. The Ghar appear not to care too much. They cheerfully employ plasma fusion engines, scooping raw energy from the Antarean photosphere. The same technology is used to power Ghar weaponry. The Ghar are amongst the most dangerous of all spacefaring cultures. What they lack in sophistication they more than make up for in sheer bravado and aggression.

Despite the many advances in technology made since humans first began to explore Antarean space, the vast majority of the the Antarean surface remains unknown. What secrets remain to be discovered none can even begin to guess. What dangers lurk beneath the broiling plasma drifts of the Antarean photosphere can only be imagined.

ISORIAN NHAMAK SC LIGHT SUPPORT DRONE

Weapon Drone Unit

Points Value: 59

Unit: Isorian Light Support Drone

	Ag	Acc	Str	Res	Init	Co	Special
1 x Weapon Drone with plasma light support	7	6	1	8	8	8	–

Options

- Add up to 2 Weapon Drones to unit @59pts each.
- Include Spotter Drone in unit @10pts
- Include Batter Drone in unit @20pts
- Include up to 2 Shield Drones with unit @10pts each
- Give Support Drone Self-Repair special rule @10pts
- Give Support Drone Phaseshift Shield @10pts



ISORIAN ANDHAK SC2 MEDIUM SUPPORT DRONE

Weapon Drone Unit

Points Value: 93

Unit: Isorian Medium Support Drone

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

Weapon Options

The Support Drone is armed with a Plasma Light Support at no points cost. The unit can be rearmed with any of the following support weapons at the point cost shown.

- Plasma Cannon @5pts
- Compression cannon @10pts
- Fractal Cannon @10pts

Options

- Include Spotter Drone in unit @10pts
- Include Batter Drone in unit @20pts
- Include up to 2 Shield Drones with unit @10pts each
- Give Support Drone Self-Repair special rule @10pts
- Give Support Drone Phaseshift Shield @10pts

STRATEGIC

ISORIAN SUPPORT TEAM WITH PLASMA BOMBARD

Weapon Team Unit

Points Value: 120

Unit: Plasma Bombard 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
1 x Spotter Drone	–	–	–	–	–	–	–

Options

- Add up to 2 Phase Trooper Crew to unit @15pts each
- Include additional Spotter Drone in unit @10pts
- Include Batter Drone in unit @20pts
- Upgrade one crew member to Leader @10pts
- Upgrade Leader to Leader 2 @10pts

ISORIAN SUPPORT TEAM WITH X-HOWITZER

Weapon Team Unit

Points Value: 110

Unit: 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
1 x Spotter Drone	–	–	–	–	–	–	–

Options

- Add up to 2 Phase Trooper Crew to unit @15pts each
- Include additional Spotter Drone in unit @10pts
- Include Batter Drone in unit @20pts
- Upgrade one crew member to Leader @10pts
- Upgrade Leader to Leader 2 @10pts
- Give the unit any of the following munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each **OR** 15pts for all

MAHRAN VESH MV₅ COMBAT DRONE

Vehicle Unit

Points Value: 229

Unit: Isorian Combat Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Combat Drone with plasma light support and plasma cannon	5	6	1	13	8	8	MOD2, Large
1 x Spotter Drone	–	–	–	–	–	–	–

Weapon Options

The Combat Drone is armed with a plasma cannon at no points cost. It can be re-armed with any of the following support weapons at the point cost shown.

- Fractal cannon @5pts
- Compression cannon @5pts

Options

- Include additional Spotter Drone @10pts
- Include up to two Batter Drones @20pts each
- Include up to two Shield Drones in unit @10pts each
- Give Combat Drone Phaseshift Shield @10pts
- Give Combat Drone Self-Repair special rule @10pts

TOGRAH MV₂ TRANSPORTER DRONE

Vehicle Unit

Points Value 194

Special: You cannot include more Transporter Drones in your force than you have Phase Squads

Unit: Transporter Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Transporter Drone with plasma light support	5	6	1	13	8	8	MOD2, Transport 10, Large

Options

- Include Spotter Drone @10pts
- Include Batter Drone @20pts
- Include up to two Shield Drones in unit @10pts each
- Give Transporter Drone Self-Repair special rule @10pts
- Give Transporter Drone Phaseshift Shield @10pts

KAHLOC KV HEAVY BATTLE DRONE

Vehicle Unit

Points Value: 408

Unit: Heavy Combat Drone

1 x Combat Drone with plasma light support and X-howitzer

Ag

Acc

Str

Res

Init

Co

Special

5

6

1

15

8

8

MOD3, Slow, Large

1 x Spotter Drone

–

–

–

–

–

–

–

Weapon Options

The Heavy Combat Drone is armed with an X-howitzer at no points cost. It can be re-armed with any of the following heavy support weapons at the point cost shown.

- Plasma Bombard @10pts
- Fractal Bombard @25pts
- Mag Mortar @ Free
- Give X-howitzer/Mag Mortar Special Munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each **OR** 15pts for all

Options

- Add additional Spotter Drone @10pts
- Include up to two Shield Drones in unit @10pts each
- Give Combat Drone Self-Repair special rule @10pts
- Include up to two Batter Drones @20pts each
- Give Combat Drone Phaseshift Shield @10pts

AUXILIARY

TARGETER PROBE SHARD

Probe Unit

Points Value:20

Unit: Targeter Probe

4 x Targeter Probes

Ag

Acc

Str

Res

Init

Co

Special

–

–

–

5

–

–

Shard

Options

- Add up to 2 Targeter Probes to sharded unit @5pts each

MEDI-PROBE SHARD

Probe Unit

Points Value:40

Unit: Medi-Probe

4 x Medi-Probes

Ag

Acc

Str

Res

Init

Co

Special

–

–

–

5

–

–

Shard

Options

- Add up to 2 Medi-Probes to sharded unit @10pts each

SCOUT PROBE SHARD

Probe Unit

Points Value:40

Unit: Scout Probe

4 x Scout Probes

Ag

Acc

Str

Res

Init

Co

Special

–

–

–

5

–

–

Shard

Options

- Add up to 2 Scout Probes to sharded unit @10pts each



Boromites Army List

BOROMITES FORCE SELECTOR

Force Size	Points Value	Combat Level			
		Tactical	Support	Strategic	Auxiliary
Scouting Force	500	3-5	0-2	0	0-1
Skirmish Force	750	4-8	0-4	0	0-1
Combat Force	1,000	5-9	1-5	0-1	0-2
Battle Force	1,250	5-10	2-7	0-2	0-2
Offensive Force	1,500	6-12	3-8	0-3	0-3
Invasion Force	1,750	6-13	3-9	0-4	0-3
Conquest Force	2,000	6-14	3-10	0-5	0-3
Each 250+ after	+250	Same/+1	Same/+1	Same/+1	Same

- No More than 1 in 4 (25%) of units can be Limited Choices
- You can spend up to 10% of your points on Army Options

TACTICAL

OVERSEER SQUAD

Infantry Command Unit

Points Value: 105

Limited Choice

Unit: Boromite Overseer Squad

Ag	Acc	Str	Res	Init	Co
4	5	6	6(7)	6	10
4	5	6	6(7)	6	9

Special

Command, Follow, Leader 2

–

Options

- Give unit Spotter Drone @10pts
- Upgrade Leader 2 to Leader 3 @10pts
- Give unit Plasma Grenades @2pts per model
- Add up to 2 Gangers to unit @21pts each
- Give Overseer Lectro Lash or Tractor Maul @5pts



Matriarch

Infantry Command Unit

Points Value: 136

Limited Choice

Special: You can include a maximum of 1 Matriarch unit in your force and you cannot include a Matriarch and a Rock Father in the same force.

Unit: Boromite Matriarch	Ag	Acc	Str	Res	Init	Co	Special
1 x Matriarch: suspensor platform, reflex armour	4	5	6	6(7)	6	10	Command, Follow, Leader 2, Rapid Sprint
1 x Guildess: reflex armour	4	5	6	6(7)	6	10	Command, Follow, Leader
2 x Gun Drones with plasma carbine	—	—	—	—	—	—	—

Options

- Give unit Spotter Drone @10pts
- Give unit up to 2 Shield Drones @10pts each
- Give unit up to 2 additional Gun Drones @14pts each
- Upgrade Matriarch to Leader 3 @10pts
- Upgrade Guildess to Leader 2 @10pts

Rock Father

Infantry Command Unit

Points Value: 144

Limited Choice

Special: You can include a maximum of 1 Rock Father unit in your force and you cannot include a Matriarch and a Rock Father in the same force

Unit: Boromite Rock Father	Ag	Acc	Str	Res	Init	Co	Special
1 x Rock Father: reflex armour	4	6	6	6(7)	8	10	Command, Follow, Hero, Leader 3
2 x Gangers: plasma carbine, reflex armour	4	6	6	6(7)	6	9	—
2 x Shield Drones	—	—	—	—	—	—	—

Options

- Add up to 2 Gangers to unit @23pts each
- Give unit up to 2 additional Shield Drones @10pts each
- Give Rock Father plasma carbine @9pts
- Give Rock Father Tractor Maul OR Lectro Lash @5pts

Gang Fighters

Infantry Unit

Points Value: 97

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	—

Options

- Add up to 3 additional Gang Fighters @18pts each
- Give unit Plasma Grenades @2pts per model
- Give Leader Lectro Lash or Tractor Maul @5pts
- Give Leader Mag Gun instead of Mag Pistol @3pts
- Upgrade Gang Leader to Leader 2 @10pts



Work Gangs with Heavy Tractor Mauls

Infantry Unit

Points Value: 98

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

Options

- Add up to 3 additional Gangers @17pts each
- Give unit Borer Drone @15pts
- Give unit up to 3 Vorpil Charges @10pts each
- Give unit Implosion Grenades @3pts per model
- Give unit reflex armour @2pts per model (increasing Res to 7)

WORK GANGS WITH MASS COMPACTORS

Infantry Unit

Points Value: 98

Unit: Work Gang	Ag	Acc	Str	Res	Init	Co	Special
1 x Gang Leader: mag pistol, mass compactor	4	5	6	6	6	9	Leader
4 x Gangers: mass compactor	4	5	6	6	6	9	—

Options

- Add up to 3 additional Gangers @17pts each
- Give unit up to 3 Vorpals Charges @10pts each
- Give unit reflex armour @2pts per model (increasing Res to 7)
- Give unit Borer Drone @15pts
- Give unit Implosion Grenades @3pts per model



LAVAMITES

Infantry/Beast Unit

Points Value: 82

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
0 x Lavamite Rock Brood	4	7	7	8	6	5	4 Attacks, SV3, Lava Spit, Rapid Sprint
0 x Hatchling Swarm	5	7	7	7	6	5	3 Attacks, SV1, Lava Spit

Options

- Give unit Borer Drone @15pts
- Give unit Upgrade Lavamites to Lavamite Rock Brood @4pts per model
- Give Leader Suspensor Platform @5pts (gives Leader rapid sprint rule)
- Add up to 1 Hatchling Swarm per Lavamite @16pts each
- Add up to 2 Lavamites @17pts each
- Upgrade Leader to Leader 2 @10pts

The tunnel walls collapsed with a crack as fractal resonance pulverised the rockface into a cloud of dust. Within seconds the frag borer's transmat grabs had compacted the debris and beamed it away to join the rest of the spoil.

Even before the choking dust had cleared, the gang fighters leapt forward, eager to reach the great cavern exposed by the blast. Their horny feet crunched over the shattered crystal as they advanced.

The light inside the cavern was overwhelmingly bright. Radiant minerals encrusted the walls, long clear crystals taller than a man and coloured spectacularly red, purple and green.

'We've found it!' gasped Alcazak. His blinking eyes feasted upon the untold riches that lay before them.

'Vech Mol was right after all! The old flint-hearted rock-dog told the truth all along. Who would have thought it.' Arran stepped elegantly over the piles of crystal shards where the fractal beam had splintered them.

She picked a piece from the floor and stared in wonder into its fiery depths. Even these broken pieces were worth more than a lifetime's toil in the mines could possibly yield.

'A pity he couldn't be here to see it Guildless.' Alcazak laughed.

Arran fixed her gang master with an icy stare that cut his laughter short.

She had not meant Vech Mol to die. Who would have imagined he would prove so fragile. It was his heart – it was his heart that had given up in the end. The old man had been her father's friend and her own mentor in younger days.

It was true that their paths had divided and now she was Guild Mother. But once she had been plain Arran Gestalin, daughter of a renegade Boromite gang leader and refugee from the cartels of the Yann'Orak.

Arran owed Vech Mol her life and more besides. It was debt of blood and debt of family and such debts could never be repaid.

SUPPORT

BOROMITE ROCK RIDER OVERSEER SQUAD

Mounted Command Unit

Points Value: 129

Limited Choice

Special: You can only include more than 1 Rock Rider Squad in your force if you also include a Rock Rider Overseer Squad

Unit: Rock Rider Overseer Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Rock Rider Overseer: plasma carbine, reflex armour, riding Locomite	4	5	8	7(8)	6	10	Command, Follow, Leader 2, Locomite 1 Attack, SV2, Rapid Sprint, Large
2 x Rock Riders: plasma carbine, reflex armour, riding Locomite	4	5	8	7(8)	6	9	Locomite 1 Attack, SV2, Rapid Sprint, Large

Options

- Spotter Drone in unit @10pts
- Upgrade Leader 2 to Leader 3 @10pts
- Give Overseer Lectro Lash or Tractor Maul @5pts
- Add up to 1 additional Rock Rider @31pts
- Give unit Lectro Lances @4pts per model

BOROMITE ROCK RIDER SQUAD

Mounted Unit

Points Value: 97

Special: You can only include more than 1 Rock Rider Squad in your force if you also include a Rock Rider Overseer Squad

Unit: Rock Rider Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Rock Rider Leader: plasma carbine, reflex armour, riding Locomite	4	5	8	7(8)	6	9	Leader, Locomite 1 Attack, SV2, Rapid Sprint, Large
2 x Rock Riders: plasma carbine, reflex armour, riding Locomite	4	5	8	7(8)	6	9	Locomite 1 Attack, SV2, Rapid Sprint, Large

Options

- Upgrade Leader to Leader 2 @10pts
- Give unit Lectro Lances @4pts per model
- Add up to 1 additional Rock Rider @31pts
- Give Leader Lectro Lash or Tractor Maul @5pts

BOROMITE SUPPORT TEAM

Weapon Team Unit

Points Value: 36

Unit: Boromite Support Team with mag light support	Ag	Acc	Str	Res	Init	Co	Special
2 x Ganger Crew: mag pistol	4	5	6	6	6	9	—

Weapon Options

The Support team is armed with a Mag Light Support at no points cost. It can be rearmed with any of the following support weapons at the point cost shown.

- Mag Cannon @10pts
- Frag Borer @40pts
- X-launcher @ Free
- Give X-launcher any of the following munitions: Scrambler, Arc, Blur, Scoot, Net, and Grip @5pts each OR 15pts for all

Options

- Include Spotter Drone in unit @10pts
- Promote one crew member to Leader @10pts
- Include Borer drone in unit @15pts
- Give crew reflex armour @2pts per model (increasing Res to 7)
- Add 1 Ganger Crew to unit @13pts



BOROMITE SPECIALIST SUPPORT TEAM

Weapon Team Unit

Points Value: 66

Limited Choice

Unit: Boromite Support Team with plasma light support

Ag	Acc	Str	Res	Init	Co	Special
4	5	6	6	6	9	—

Weapon Options

The Support team is armed with a Plasma Light Support at no points cost. It can be rearmed with the following support weapon at the point cost shown.

- Plasma cannon @5pts

Options

- Include Spotter Drone in unit @10pts
- Add 1 Ganger Crew to unit @13pts
- Give crew reflex armour @2pts per model (increasing Res to 7)
- Include Borer drone in unit @15pts
- Promote one crew member to Leader @10pts

STRATEGIC

BOROMITE HEAVY SUPPORT TEAM

Weapon Team Unit

Points Value: 84

Unit: Boromite Support Team with mag heavy support

Ag	Acc	Str	Res	Init	Co	Special
4	5	6	6	6	9	Large, Slow
—	—	—	—	—	—	—

Weapon Options

The Heavy Support team is armed with a Mag Heavy Support at no points cost. It can be re-armed with any of the following heavy support weapons at the point cost shown.

- Heavy Mag Cannon @10pts
- Heavy Frag Borer @35 pts
- X-howitzer @10pts
- Mag Mortar @10pts
- Give X-Howitzer/Mag Mortar Special Munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each OR 15pts for all

Options

- Include additional Spotter Drone in unit @10pts
- Add 1 Ganger Crew to unit @13pts
- Give crew reflex armour @2pts per model (increasing Res to 7)
- Include Borer drone in unit @15pts
- Promote one crew member to Leader @10pts



MATRONITE BROOD MOTHER

Humungous Beast Unit

Points Value: 258

Special: A force can only include a single Brood Mother

Unit: Brood Mother	Ag	Acc	Str	Res	Init	Co	Special
1 x Matronite Brood Mother with 4 mag light support	5	5	10	15	7	9	MOD2, Slow, 1 Attack SV4, Large
0 x Lavamite Hatchling Swarms	5	7	7	7	7	5	3 Attacks, SV1, Spit

Weapon Options

The Brood Mother is armed with four mag light supports at no cost. One of these can be replaced with one of the following heavy support weapons at the point cost shown. I.e. the Brood Mother can carry **one** heavy weapon and three mag light supports.

- Heavy Mag Cannon @45pts
- Mag Heavy Support @35 pts

Options

- Add Batter Drone @25pts
- Add Spotter Drone @10pts
- Add up to 5 Hatchling Swarms @16pts each

BOROMITE HAULER

Vehicle Unit

Points Value 170

Special: You cannot include more Haulers in your force than you have Work Gangs

Unit: Hauler	Ag	Acc	Str	Res	Init	Co	Special
1 x Hauler with 2 mag light support	5	5	1	13	6	9	MOD2, Transport 10, Large

Options

- Add up to two Spotter Drones @10pts each
- Add Batter Drone @20pts
- Include up to two Shield Drones in unit @10pts each
- Give Hauler Self-Repair special rule @10pts
- Replace any or all Mag LS with Mag Cannons @10pts each

BOROMITE HEAVY HAULER

Vehicle Unit

Points Value: 332

Unit: Heavy Hauler	Ag	Acc	Str	Res	Init	Co	Special
1 x Heavy Hauler with mag heavy support and 2 mag light support	5	5	1	15	6	9	MOD3, Transport 15, Slow, Large
1 x Spotter Drone	–	–	–	–	–	–	–

Weapon Options

The Heavy Hauler is armed with a Mag Heavy Support at no points cost. It can be re-armed with any of the following heavy support weapons at the point cost shown.

- Heavy Mag Cannon @10pts
- Heavy Frag Borer @35pts
- Bombard @45pts
- X-howitzer @10pts
- Mag Mortar @10pts
- Give X-Howitzer/Mag Mortar Special Munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each OR 15pts for all

Options

- Add additional Spotter Drone @10pts
- Add Batter Drone @20pts
- Add up to two Shield Drones in unit @10pts each
- Give Heavy Hauler Self-Repair rule @10pts

AUXILIARY

MICROMITE PROBE SHARD

Probe Unit

Points Value:20

Unit: Micromite Probes	Ag	Acc	Str	Res	Init	Co	Special
4 x Micromite Probes	–	–	–	5	–	–	Shard

Options

- Add up to 2 additional Micromite Probes @5pts each

SCOUT PROBE SHARD

Probe Unit

Points Value:40

Unit: Scout Probe	Ag	Acc	Str	Res	Init	Co	Special
4 x Scout Probes	–	–	–	5	–	–	Shard

Options

- Add up to 2 Scout Probes to sharded unit @10pts each

BOROMITE ENGINEER SQUAD

Infantry Unit

Points Value:44

Unit: Boromite Engineer Squad	Ag	Acc	Str	Res	Init	Co	Special
2 x Engineers: reflex armour, auto-workshop	4	5	6	6(7)	6	9	–

Options

- Give unit 1 additional Engineer @12pts
- Give unit Spotter Drone @10pts
- Give unit Borer drone @15pts
- Give unit Batter drone @20pt
- Give unit Lectro Lashes or Tractor Mauls @5pts per model
- Give unit Plasma Pistols @4pts per model
- Give unit Implosion Grenades @3pts per model
- Give unit up to 3 Vorpals @10pts each

Freeborn Army List

FREEBORN FORCE SELECTOR

Force Size	Points Value	Combat Level			
		Tactical	Support	Strategic	Auxiliary
Scouting Force	500	3-5	0-2	0	0-1
Skirmish Force	750	4-7	0-3	0	0-1
Combat Force	1,000	5-7	1-5	0-1	0-2
Battle Force	1,250	5-9	2-6	0-2	0-2
Offensive Force	1,500	6-11	3-8	0-3	0-3
Invasion Force	1,750	6-12	3-9	0-4	0-3
Conquest Force	2,000	6-13	3-10	0-5	0-3
Each 250+ after	+250	Same/+1	Same/+1	Same/+1	Same

- No More than 1 in 4 (25%) of units can be Limited Choices
- You can spend up to 10% of your points on Army Options

TACTICAL

FREEBORN COMMAND SQUAD

Infantry Command Unit

Points Value: 111

Limited Choice

Special: One Freeborn Command Squad can be given the special options detailed below

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, Hero, Follow, Leader 2
2 x Bodyguards: plasma carbine, reflex armour, impact cloak	5	6	5	5(6)	7	8	—

Options

- Include Spotter Drone in unit @10pts
- Include HL Booster drone in unit @20pts
- Upgrade Leader 2 to Leader 3 @10pts
- Include Medi-Drone in unit @20pts
- Add up to 2 Bodyguards to unit @21pts each
- Give unit Plasma Grenades @2pts per model

Special Options

You can give **one** Freeborn Command Squad any of the following options:

- Add up to 2 further Bodyguards to unit @21pts each
- Give unit hyper-light armour instead of reflex armour/cloaks @1 pt per model
- Give unit phase armour instead of reflex armour/cloaks @1 pt per model
- Give the Captain a plasma carbine @8pts
- Give the Captain a compression carbine @8pts
- Give all Bodyguard compression carbines instead of plasma carbines @Free
- Include up to two gun drones with plasma carbines in unit @14pts each
- Include up to two shield drones in unit @10pts each
- Include Batter Drone in unit @20pts



FERAL SQUAD (MHAGRIS)

Infantry Unit

Points Value: 73

Unit: Feral Squad

1 x Feral Leader: mag pistol
5 x Feral Fighter: mag gun

Ag	Acc	Str	Res	Init	Co
5	5	5	5	7	7
5	5	5	5	7	7

Special

Leader
—

Options

- Add up to 6 Feral Fighters to unit @11pts each
- Upgrade Leader to Leader 2 @10pts
- Upgrade Leader to Leader 3 @20pts
- Give Leader plasma pistol instead of mag pistol @1pts
- Give Leader mag gun instead of mag pistol @3 pts
- Give Leader plasma carbine instead of mag pistol @6pts
- Give one Fighter Micro-X launcher instead of mag gun @Free
- Give unit Plasma Grenades @2pts per model
- Give unit reflex armour @2pts per model (increasing Res to 6)
- Give unit soma grafts @2pts per model



FREEBORN NUHU RENEGADE

Infantry Command Unit

Points Value 134

Limited Choice

Special: You can only include one Nu-Hu unit in the army

Unit: Freeborn NuHu Renegade

1 x Freeborn NuHu Renegade:
plasma pistol, IMTel stave

Ag	Acc	Str	Res	Init	Co
5	6	4	4(7)	9	9

Special

Command, Hero,
Follow, Leader 3

0 x Freeborn NuHu Renegade Meld:
plasma pistol, IMTel stave

5	6	4	8(11)	9	9
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Command, Hero, Follow,
Leader 3, Meld, MOD2, Meld Damage

1 x Nano Drone

-	-	-	-	-	-
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Options

- Add second Freeborn NuHu to unit to create a Renegade Meld @163 pts (making unit a MOD2 with damage chart)
- Include up to 2 Spotter Drones in unit @10pts each
- Include additional Nano-Drone in unit @20pts
- Include up to 2 Shield Drones in unit @10pts each

VARDANARI SQUAD (GUARDS)

Infantry Unit

Points Value: 126

Unit: Vardinari Squad

1 x Vardinari Leader: plasma carbine and X-Sling,
reflex armour, impact cloak

Ag	Acc	Str	Res	Init	Co
5	5	5	5(6)	7	8

Special

Leader

5 x Vardinari Guard troopers: plasma carbine,
reflex armour, impact cloak

5	5	5	5(6)	7	8
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Options

- Include Spotter Drone in unit @10pts
- Include HL Booster Drone in unit @20pts
- Add up to 2 Guard Troopers to unit @19pts each
- Upgrade Leader to Leader 2 @10pts
- Give Leader SlingNet Ammo for X-sling @5pts
- Give unit Plasma Grenades @2pts per model



DOMARI SQUAD (HOUSEHOLD TROOPS)

Infantry Unit

Points Value: 97

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

Options

- Include Spotter Drone in unit @10pts
- Add up to 2 Household Troopers to unit @ 15pts each
- Upgrade Leader to Leader 2 @10 points
- Give Leader plasma pistol instead of mag pistol @1pts
- Give Leader mag gun instead of mag pistol @3pts
- Give Leader plasma carbine instead of mag pistol @6pts
- Give one trooper Micro-X launcher instead of mag gun @Free
- Give unit Plasma Grenades @2pts per model
- Give unit SlingNet Ammo for Micro X-launcher @5pts



A Domari squad takes a defensive position amongst broken ground.

SUPPORT

SKYRAIDER COMMAND SQUAD

Mounted Command Unit

Points Value: 164

Limited Choice

Special: You can only include more than 1 Skyraider Squad in your force if you also included a Skyraider Command Squad

Unit: Skyraider Command Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Skyraider Captain: mag gun, reflex armour & HL Booster, Skyraider with twin mag repeater	5	5	5	5(7)	8	9	Command, Hero, Follow, Leader 2, Large, Fast
2 x Skyraider Troopers: mag gun, reflex armour & HL Booster, Skyraider with twin mag repeater	5	5	5	5(7)	7	8	Large, Fast

Options

- Include Spotter Drone in unit @10pts
- Upgrade Leader 2 to Leader 3 @10pts
- Exchange 1 twin mag repeater for plasma lance @Free
- Exchange 1 twin mag repeater for mag light support @Free

FREEBORN SKYRAIDER SQUAD

Mounted Unit

Points Value: 121

Unit: Skyraider Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Skyraider Leader: mag gun, reflex armour and HL Booster, Skyraider with twin mag repeater	5	5	5	5(7)	7	8	Leader, Large, Fast
2 x Skyraider Troopers: mag gun, reflex armour & HL Booster, Skyraider with twin mag repeater	5	5	5	5(7)	7	8	Large, Fast

Options

- Include Spotter Drone in unit @10pts
- Upgrade Leader to Leader 2 @10pts
- Exchange 1 twin mag repeater for plasma lance @Free
- Exchange 1 twin mag repeater for mag light support @Free

FERAL SKARK SQUAD (MHAGRIS)

Mounted Unit

Points Value: 115

Special: You can only include Meld Skarks in your army if it also includes at least one Skark squad

Unit: Skark Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Feral Leader: mag gun, maglash, reflex armour, Skark	5	5	5	5(6)	7	8	Leader, Large, Fast, Skark 3 Attacks SV1
2 x Feral Fighters: mag gun, maglash, reflex armour, Skark	5	5	5	5(6)	7	8	Large, Fast, Skark 3 Attacks SV1

Options

- Upgrade Leader to Leader 2 @10pts
- Upgrade Leader to Leader 3 @20pts
- Give Leader mag repeater or plasma pistol instead of mag gun @Free
- Give Leader plasma carbine instead of mag gun @5pts
- Give unit soma grafts @2pts per model

FREEBORN SUPPORT TEAM

Weapon Team Unit

Points Value: 34

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

Weapon Options

The Support team is armed with a Mag Light Support at no points cost. It can be rearmed with any of the following support weapons at the point cost shown.

- Mag Cannon @10pts
- Fractal Cannon @40pts
- Plasma Light Support @30 pts
- Compression cannon @40pts
- Plasma cannon @35 pts
- X-launcher @Free
- Give X-launcher any of the following munitions: Scrambler, Arc, Blur, Scoot, Net and Grip@5pts each **OR** 15pts for all

Options

- Include Spotter Drone in unit @10pts
- Add 1 Crew to unit @12pts
- Give unit impact cloaks @1pts per model
- Include Batter Drone in unit @20pts
- Promote one crew member to Leader @10pts



FREEBORN ATTACK SKIMMER (STRIKER)

Vehicle Unit

Points Value: 148

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

Options

- Give Skimmer HL Booster adding +1 to its Res @24pts
- Give Skimmer Batter Drone @20pts
- Give Skimmer Spotter Drone @10pts
- Exchange weapon for Plasma Cannon @5pts

STRATEGIC

FREEBORN HEAVY SUPPORT TEAM

Weapon Team Unit

Points Value: 61

Unit: Freeborn Support Team with Mag Heavy Support

	Ag	Acc	Str	Res	Init	Co	Special
3 x Freeborn Crew: mag pistol	5	5	5	5(6)	7	8	Large, Slow
1 x Spotter Drone	—	—	—	—	—	—	—

Weapon Options

The Heavy Support team is armed with a Mag Heavy Support at no points cost. It can be re-armed with any of the following heavy support weapons at the point cost shown.

- Heavy Mag Cannon @10pts
- X-howitzer @10pts
- Mag Mortar @10pts
- Give X-Howitzer/Mag Mortar Special Munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each **OR** 15pts for all.

Options

- Include additional Spotter Drone in unit @10pts
- Include Batter Drone in unit @20pts
- Add 1 Crew to unit @12pts
- Promote one crew member to Leader @10pts
- Give crews mag guns instead of mag pistols @3pts per model
- Give unit impact cloaks @1pt per model

FREEBORN SPECIALIST HEAVY SUPPORT TEAM

Weapon Team Unit

Points Value: 81

Limited Choice

Unit: Freeborn Heavy Support Team with Plasma Bombard Team

	Ag	Acc	Str	Res	Init	Co	Special
3 x Freeborn Crew: mag pistol, reflex armour	5	5	5	5(6)	7	8	Large, Slow
1 x Spotter Drone	—	—	—	—	—	—	—

Weapon Options

The Heavy Support team is armed with a Plasma Bombard at no points cost. It can be re-armed with the following heavy support weapon at the point cost shown.

- Fractal Bombard @15pts

Options

- Include additional Spotter Drone in unit @10pts
- Include Batter Drone in unit @20pts
- Add 1 Crew to unit @12pts
- Promote one crew member to Leader @10pts
- Give crews mag guns instead of mag pistols @3pts per model
- Give unit impact cloaks @1pt per model

FERAL MELD SKARK (MHAGRIS)

Humungous Beast Unit

Points Value 54

Restriction: You can only include Meld Skarks in your army if it also includes at least one Skark squad

Unit: Meld Skark

	Ag	Acc	Str	Res	Init	Co	Special
1 x Feral Leader: mag gun, maglash, reflex armour, Meld Skark	5	5	8	7(8)	7	8	Leader, Meld Skark 6 Attacks SV2, Fast, Large, Savage Strike

Options

- Upgrade Leader to Leader 2 @10pts
- Upgrade Leader to Leader 3 @20pts
- Give Leader plasma carbine instead of mag gun @3pts
- Give Leader soma grafts @2pts

The Antares nexus has collapsed and reformed so many times since humans first discovered it that there is no knowing how many human occupied worlds there are scattered throughout the nexus. Nor is it just humans that are affected in this way, but all the aliens that have ever explored the nexus as well. Many worlds that were once prosperous have fallen into decline or their people have perished in some calamity either natural or of their own making.

Civilisations have risen, thrived and fallen without ever being aware that they were part of a nexus of a million stars, but such is the nature of things. It is therefore hardly surprising that savages and barbarians populate the majority of inhabited worlds; the feral descendants of advanced societies now cast into ruin or altogether vanished. These worlds form part of what the advanced societies call the Subtex: the great mass of worlds whose populations lack the advanced technical abilities common to Antarean space.

M4 TYPE COMBAT DRONE

Vehicle Unit		Points Value: 249					
Unit: Combat Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Combat Drone with plasma light support and plasma cannon	5	6	1	13	8	8	MOD2, Large
1 x Spotter Drone	–	–	–	–	–	–	–
Weapon Options							
The Combat Drone is armed with a plasma cannon at no points cost. It can be re-armed with any of the following support weapons at the point cost shown.							
• Fractal cannon @5pts		• Compression cannon @5pts					
Options							
• Include additional Spotter Drone @10pts				• Include up to two Shield Drones in unit @10pts each			
• Include up to two Batter Drones @20pts each				• Give Combat Drone Self-Repair special rule @10pts			

T7 TYPE TRANSPORTER DRONE

Vehicle Unit			Points Value: 164				
Unit: Transporter Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Transporter Drone with mag light support	5	6	1	13	8	8	MOD2, Transport 10, Large
Weapon Options							
The Transporter Drone is armed with a mag light support at no points cost. It can be re-armed with any of the following support weapons at the point cost shown.							
• Mag Cannon @10pts		• Plasma Light Support @30pts			• Twin Mag Light Support @10pts		
Options							
• Include Spotter Drone @10pts				• Include up to two Shield Drones in unit @10pts each			
• Include Batter Drone @20pts				• Give Transporter Drone Self Repair special rule @10pts			

M25 TYPE HEAVY COMBAT DRONE

Vehicle Unit		Points Value: 418					
Unit: Heavy Combat Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Combat Drone with plasma light support and plasma bombard	5	6	1	15	8	8	MOD3, Slow, Large
1 x Spotter Drone	—	—	—	—	—	—	—
Weapon Options							
The Heavy Combat Drone is armed with a plasma bombard at no points cost. It can be re-armed with any of the following heavy support weapons at the point cost shown.							
• Compression Bombard @25pts							
Options							
• Add additional Spotter Drone @10 pts				• Include up to two Shield Drones in unit @10pts each			
• Include up to two Batter Drones @20pts each				• Give Combat Drone Self-Repair special rule @10pts			

M50 TYPE HEAVY SUPPORT DRONE

Vehicle Unit		Points Value: 418					
Unit: Heavy Support Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Heavy Support Drone with plasma light support and X-howitzer	5	6	1	15	8	8	MOD3, Slow, Large
1 x Spotter Drone	–	–	–	–	–	–	–
Weapon Options							
The Heavy Combat Drone is armed with an X-howitzer at no points cost. It can be re-armed with any of the following heavy support weapons at the point cost shown.							
• Fractal Bombard @25pts		• Mag Mortar @Free					
• Give X-Howitzer/Mag Mortar Special Munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each OR 15pts for all							
Options							
• Add additional Spotter Drone @10 pts				• Include up to two Shield Drones in unit @10pts each			
• Include up to two Batter Drones @20pts each				• Give Combat Drone Self-Repair special rule @10pts			

AUXILIARY

TARGETER PROBE SHARD

Probe Unit	Points Value:20						
Unit: Targeter Probe	Ag	Acc	Str	Res	Init	Co	Special
4 x Targeter Probes	–	–	–	5	–	–	Shard
Options							
• Add up to 2 Targeter Probes to sharded unit @5pts each							

HOUND PROBE SHARD

Probe Unit	Points Value:20						
Unit: Hound Probe	Ag	Acc	Str	Res	Init	Co	Special
4 x Hound Probes	–	–	–	5	–	–	Shard
Options							
• Add up to 2 Hound Probes to unit @5pts each							

LIGHT GENERAL PURPOSE DRONE

Weapon Drone Unit	Points Value:20						
Unit: GP Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x General Purpose Drone	7	0	1	8	8	8	–
Options							
• Include Spotter Drone in unit @10 pts • Include Batter Drone in unit @20 pts • Include up to two Shield Drones in unit @10pts each • Give GP Drone Subverter Matrix @20pts • Give GP Drone Self-Repair special rule @10pts							

MISGENIC REJECTS

Infantry Unit		Points Value 30					
Special: You can only include Misgenic Rejects in your force if it also includes Renegade NuHu.							
Unit: Rejects	Ag	Acc	Str	Res	Init	Co	Special
6 x Rejects with soma grafts	5	5	5	5	7	7	Misgenic Abilities
Options							
• Add up to 6 Rejects @5pts each		• Promote 1 Reject to Leader @10pts					
Misgenic Abilities							

The player is free to choose one of the following 10 experimental abilities before the game. You do not have to choose the same ability every game you play. You can choose a different ability every time if you want.

In addition, the unit can have any further qualities at the cost of 10pts per random D10 roll on the following table. Make the roll at the start of the game when the unit is deployed or when it receives its first order if not deployed at the start of the game. If you roll a duplicate result you can choose a different ability or just add the two together, for example 2x Gnarly Hide = +2 resist.



D10 Result

- 1 Inexplicably Violent: fights with +1 attack in hand-to-hand combat
- 2 Gnarly Hide: +1 resist
- 3 Bulging Muscles: +1 strength
- 4 Lightning Reflexes: +1 initiative
- 5 Piercing Scream: gains a shooting attack with 10" effective range and strike value of 0.
- 6 Belches Acid: Strike value of 1 in hand-to-hand fighting
- 7 Exudes Noxious Vapours: hand-to-hand opponents must re-roll all successful hits.
- 8 Mesmerising: any enemy unit within 5" must take a command test to receive an order even if it has no pins and suffers an additional –1 penalty to its command value.
- 9 Cunning Leader: if the unit already has a leader the leader has command and initiative values of 8. If the unit has no leader then it gains a leader with the base command and initiative values for the unit.
- 10 Choose one of the above qualities.



Showdown! Isorian Senatex Troopers and the Ghar fight for possession of a newly discovered world.



Algryn Infiltrators poised to strike the unwary Boromites.







The Seventh Age

Humanity has spread to the most distant reaches of space. Our once homogenous species has diversified and evolved, in some cases beyond recognition, adapting to a multitude of environments upon worlds without number. No one can even begin to guess the full extent of the panhuman diaspora. Today the universe teems with humanity in all its myriad forms.

Space-faring civilisations have fallen and risen anew many times over the tens of thousands of years since humans took the first step from their native planet. The long ages of the Antarean universe are reckoned in terms of six phases of high civilisation followed by catastrophic collapse and periods of darkness and isolation during which interstellar communication ceased completely. The current phase is the Seventh Age: the age of the PanHuman Concord.

POWERS OF THE SEVENTH AGE

In time we shall learn something of ancient times, the millennia prior to the Seventh Age and even something of the pre-human civilisations that thrived at the dawn of the universe. To begin with we shall say something of the principal powers that dominate our universe today, the powers whose rivalries and ambitions set the stage for the events that are to unfold.

There are two great rival civilisations of the Seventh Age. These are the **PanHuman Concord** and the **Isorian Senatex**. The first of these is often known simply as the Concord. The second is sometimes referred to as the Isorian *Shard*, especially by its enemies. Together these two great powers control over half of the advanced human worlds of Antarean space. They are implacably opposed to each other, as we shall discover, and both are equally powerful and equally intractable.

Though the Concord and Isorians are by far the largest and most powerful of the civilisations of Antarean space there are many advanced worlds and groups of worlds that are either independent or which form confederations, trading cartels, alliances, empires or other associations. Whilst pursuing their own interests and rivalries, often at the expense of each other, these worlds all share a common dread of their vastly more powerful and rapacious neighbours. They lie within a broad swathe of Antarean space called the **Determinate**. Many millions of worlds lie within the Determinate, but to begin with we are primarily interested in two old enemies whose wars are soon to impinge upon the wider universe. These are

the **Algoryn Prosperate** and the **Ghar Empire**. We shall discover more about these later.

The other two factions that immediately concern us are similar in many ways but very unlike in others. These are the **Boromite Guilds** and the peoples commonly known as the **Freeborn** but who refer to themselves as the Vardosi. Neither of these makes a permanent habitation upon the worlds of Antarean space. The Boromites are itinerants who rarely stay in one place for long. They live amongst – if not quite part of – the societies of the Concord, Isori and Determinate. Their ancestors were bio-engineered for the hazardous task of mining asteroids. Today they roam the universe undertaking physically tough and dangerous work of all kinds before moving on. In contrast, the Freeborn do not live upon worlds at all, but aboard vast spacecraft that constantly ply Antarean space, carrying people and cargo from one end of the universe to the other. They are the unrivalled traders and travellers of Antarean space, as well as its foremost explorers and mercenaries. Collectively they are extremely powerful and widely influential, forming a mercantile power that matches the Concord and Isorians.

Whilst these six factions are key to our drama, we must not forget that the Determinate is full of human worlds of all kinds, including some sizeable empires and federations of considerable power and influence within their own boundaries. However, for now these do not impinge upon events, except in occasional detail, as we shall see. We should also bear in mind that not all worlds are as advanced as those we have described so far – indeed there are many that have reverted to the most primitive of savage states. Countless others have technological levels of a significantly lower order than our principal antagonists. There are also worlds inhabited by aliens of many and various kinds, some of which are friendly and some less so. Of all these aliens the greatest rivals to humans are the Vorl, a technologically advanced species controlling a portion of Antarean space almost as great as that of the Concord or Isorians. For the time being we need not concern ourselves with these potent and relentless foes, but neither would it be wise to entirely forget them!

THE ANTAREAN NEXUS

Antares is the sole nexus that links together all the worlds in the Antarean universe or Antarean space. Antares is a machine of such vast size, powered by energies so great, that once it was thought to be a gigantic star. Indeed, from any distance that is what Antares appears to be: a red super-giant of over eight hundred solar radii lying five hundred and fifty light years from Old Earth. Its appearance, however, is entirely deceptive, for what looks like a star is in reality a construct that pre-dates not only the human race but also Old Earth and the very sun around which it once revolved.

Antares is nothing less than a vast inter-dimensional portal, a gateway to untold millions of worlds, so many in fact that even after so many thousands of years of human exploration

A million mechanical intelligences focus and coalesce into human shape, at first diffuse and shadowy, soon indistinguishable from a man. Yet it is not a man. It is an imago. A projection made tangible. A creature of the shard.

barely a portion of those worlds has been discovered. Every world in Antarean space is linked directly to Antares by means of an inter-dimensional tunnel. The tunnel has a gate within the world's star system at one end and a gate upon the Antarean surface at the other. This makes space travel within the Antarean universe both possible and practical, for the fastest near-light speed craft would otherwise take decades or hundreds of years to travel between even the closest worlds.

Antarean space connects worlds to Antares but not to each other. All travel takes place via the Antarean nexus. Craft journeying from one world to the next enter from one spatial gate and must then travel over the surface of Antares to reach the gate that will take them to their destination. Because of the immense size of Antares, as well as constraints upon the speed of craft both within the photosphere and into the gates, it can take many days – or even weeks – to travel from gate to gate. Worlds whose gates emerge upon the Antarean surface in close proximity are effectively 'close' in Antarean space. Those whose gates emerge on opposite sides of Antares are far distant. As a result, worlds whose gates cluster together form neighbourly groups where it is easy to move between one world and another, and – an inevitable consequence – where it is easy to explore, infiltrate, invade and conquer.

The civilisations of the Concord and Isorians each comprise millions of gateways, and can be thought of as controlling

large portions of the surface of Antares' gigantic sphere. Not every single gateway within these 'territories' necessarily leads to a world belonging to these civilisations. Indeed, many gateways lead to emptiness or worlds long since destroyed, or inhospitable planets of little interest or value to humans. However, within these areas of control it would be practically impossible for an enemy fleet to move over the Antarean surface without being recognised and intercepted. The same is true to some extent of the smaller territories of the various federations and empires of the Determinate, but the portion of the Antarean sphere controlled by these is tiny in comparison. Large areas of the Antarean surface are not directly controlled by any single civilisation, and it is these regions that present opportunities for expansion, exploration, and ultimately for conflict.

TECHNOLOGY AND SOCIETY

The technologies common to advanced societies of Antarean space are very unlike our own. The PanHuman Concord and Isorian Senatex are the most sophisticated of these societies, but new technology spreads rapidly throughout Antarean space, and practically all space-going cultures enjoy a comparable level of development as a result. Many of the key technologies that lie behind these highly advanced societies were discovered as a result of exploring Antarean space itself. Humans were not the first to discover or make use of





Concord Interceptors rush in to save the day!

Antarean space, for there have been many races and many civilisations that have found and exploited the gateways in ages past. The greatest secrets of all belong to the race that constructed the Antares nexus. Who they were, what happened to them, and whether they still exist remains a mystery. Even their name is unknown and they are referred to only as the Builders. Much of the exploration of Antarean space is directed toward the search for Builder technology. Although this search has gone on for all the ages that humans have lived in Antarean space, the secret of the Antarean nexus itself continues to elude even the best machine-minds of the PanHuman Concord and Isorian Senatex.

The single most significant difference between our own societies and those of the Seventh Age is the application of nano-technologies to practically every aspect of life. Individual nanospores are extremely small machines or *nanites* that are entirely invisible to the human eye. Advanced worlds are saturated with nanospores forming an unseen part of the planet's biosphere. The air and water is full of these microscopic machines and they are taken up by living creatures with every breath and every morsel of food. All the nanites in one place, upon a world or within a spacecraft for example, form an interconnected *nanosphere*.

The nanosphere is not just an inert cloud of micro-machines, it is the connective tissue that enables all other technologies to work. Communication is conducted through the nanosphere and power is transmitted through it to where it is needed. Most machines in the Seventh Age operate with miniscule levels of energy that can be carried upon the nanosphere or even generated within it. Within the

nanosphere all machines are connected to all other machines, and machine minds effectively form part of the nanosphere itself. In the PanHuman Concord and Isorian Senatex, machines are integrated with human citizens by means of the nanosphere. They have become fully integrated machine intelligence controlled societies. This is usually shortened to IMTel. This means all aspects of these societies are controlled and organised by the IMTel for the ultimate benefit of its citizen body. All advanced societies have some form of nano-based integration, but fall short of the kind of full integration of either the Concord or Isorians.

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

Other technologies that would immediately strike us as very different from our own include the use of matter transporters called transmats, which are a kind of teleportation device

capable of moving people or things over great distances, or simply from one level of a building to another. The applications of hyper-compression provide another new and surprising technology that has applications throughout society. Relatively small hyper-compressed material cores can be used to synthesise large objects or structures. They provide the basis for the construction of buildings and the manufacture of physical objects from the most simple every day items to gigantic spacecraft. Compression fields also serve as a means of storing large items within tiny spaces, and of carrying them about until needed when they can be decompressed. All of these advanced technologies are common throughout the advanced worlds of Antarean space and play a considerable part in the military capabilities of Antarean civilisations.

PANHUMANS

A great many of the people who live in the Seventh Age look much as we do; although if they are from advanced societies they are likely to be taller and healthier and devoid of the kinds of blemishes and imperfections typical of human beings in a primitive state. Advances in social conditioning and neurological interfaces mean that in most cases they are a good deal smarter and happier than their ancestors too. In other respects they are recognisably *homo sapiens* who would not appear out of place in any past age of Old Earth itself.

Whilst what we might think of as ordinary humans make up the majority of the human population, there are many worlds where humans look quite different. This may be because the population has evolved distinct characteristics over time, or it

could be because at some point in the remote past their ancestors were genetically modified to enable them to survive upon worlds otherwise unsuitable for human habitation. These distinct human *morphs* may have once been restricted to only one or two worlds. Over the long ages since the first Terran diaspora these morphs have spread throughout Antarean space, founding their own colonies, or mixing with the human populations of other worlds.

All these human morphs, together with ordinary humans, are collectively known as panhumans and sometimes just as *pans*. PanHumans are simply all the people of Antarean space of human ancestry, regardless of what they look like or what they call themselves. Amongst the panhumans that directly concern us are the morphs known as the Algoryn, Boromites, Ghar and NuHu. These are but a few of the many distinct panhumans of Antarean space who otherwise live upon the worlds of the Concord, the Isorian Shard, within the Determinate and beyond.

To make matters more complicated advanced gene-splicing makes it possible for humans to adapt or temporarily change their appearance, for example to give themselves bright blue skin or a plume of feathers like a cockatoo. These things may be a matter of high fashion in societies untouched by the horrors of war, but amongst the military forces that are our chief concern such fripperies are generally deemed inappropriate. However, it is worth remembering that what might pass as an extraordinary feat of evolution may be no more than the result of an exuberant night of celebration followed by an ill-advised trip to a gene parlour. You have been warned!

A shard is formed when two or more autonomous machines interface through the medium of nanospore creating a single data machine entity. Even simple machines use structural suspensor technology to function and naturally accrete into shards that share data. Within the advanced integrated machine intelligence (IMTel) societies of the PanHuman Concord and Isorian Senatex shards form into self-organising, self-regulating and self-replicating entities. This naturally creates a hierarchy of composite shards from local to global of which the largest is something like an entire world or spacecraft.

When spacecraft travel between worlds they naturally interface with the shards of those worlds, and in this way data travels throughout Antarean space from one shard to another. Global shards such as planets can never interface simultaneously because they are in constant evolution, whilst interaction is only possible at moments of physical contact with spacecraft which are also constantly evolving shards. Pan-Antarean shards such as the PanHuman Concord are therefore not discrete or unitary shards but a whole series of related shards that share common data, forming multiple shard clades or scion shards depending upon their data relationship.

All shards have a level of internal security that ensures their data does not become corrupted. Pan-Antarean,

global and other large and important shards have greater levels of security responsibility than their composite shards. Within Concord and Isorian society there are entire security shards whose role is to isolate and secure data within other specific shards, for example the Concord Combined Command military shards need access to data that may pose a risk if it were to be shared with shards of a lower hierarchy. Security shards identify and isolate potentially aggressive, corrupt or damaging data streams, preventing different shards from interfacing and sifting data between them selectively. This is the basis by which independent worlds of the Determinate and Freeborn Vardos manage to maintain their societies in the face of aggressive IMTel nanospore.

They are not always successful because nanospore evolve in response to each other, and IMTel nanospore have the advantage of belonging to a larger and faster evolving data pool. This is also the reason why worlds that fail to interface together sufficiently regularly can drop out of a larger shard if their respective shards evolve different security signatures. This factor places a natural limit on the maximum size of an IMTel shard. Once the time taken for data to transfer from one global shard to another exceeds the rate of security mutation the shards will become mutually incompatible.

Time Line of Antarean Space

FIRST AGE – THE PRIME IMPERIA

Following the discovery of the Terran gate human fleets began to explore the Antarean surface. Human settlement soon spread out from the Terran system and the first contact was made with alien species. As explorers discovered more about the Antares nexus Builder technology began to be understood and adapted for the benefit of humanity.

This period of initial exploration and settlement is called the great diaspora or the *spill*. The First Age ended following a series of bloody inter-human wars leaving many worlds in ruin. The Earth was destroyed and the inner planets of the Terran system reduced to an asteroid belt circling the sun. As the wars of the Prime Imperia subsided, the Antares nexus suffered the first of what would prove to be a regular series of periodic and catastrophic collapses.

Following the first collapse all of the worlds settled by humans became isolated for many thousands of years. Most of Earth's settlements were destroyed or substantially depopulated and reduced to a level of barbarism. Isori, the first human colony to

attain independence, was one of the worlds that maintained a high level of civilisation throughout this time. This was in part due to the amazing resources of the Isori system, but also because it was the oldest and most established of Earth's original colonies.

Other worlds that survived and even made significant advances during the collapse include Alzantha, Xon and KayTen. These are worlds that would continue as important centres of civilisation throughout the coming ages.

SECOND AGE – THE RENATAL AGES

As the Antarean gates began to regenerate, explorers from the most advanced human worlds eagerly sought each other out. They soon discovered that gates could no longer be found in the locations they previously occupied on the Antarean surface. Human worlds that were once clustered around Earth's gate were now scattered all over Antares. For this reason it took hundreds of years for some worlds to re-establish contact even once their own gates had opened. Many worlds made important discoveries for themselves,



Freeborn Vardanari and Domari advance from cover.

settled new planets and developed their own unique cultures before coming across other advanced human groups.

The Second Age saw a flowering of human civilisations across Antarean space, with societies scattered across the surface of the Antares nexus and free to grow and develop in different ways. It was an age of countless independent worlds and small federations. It was also an age where many of the Builder technologies that were to become so important in later ages were first discovered. Transmat technology was perfected during this time and, most significantly, structural suspensor technology based on nanospore envelopment.

The second collapse was the first to be recorded and appears to have taken place in a gradual fashion over a few hundred years. Gates near to the poles were the first to withdraw beneath the Antarean photosphere. Within a few decades it was obvious that the region of collapse was not confined to the poles but was steadily expanding. Worlds began to prepare for a repetition of the previous catastrophe. At this time it was unknown whether the collapse would not be a permanent one. Many small and marginal settlements were deliberately abandoned and humans took shelter upon the most established and better-protected worlds.

This time the duration of total collapse during which no gates were functional was less than before, perhaps lasting only a few hundred years. As with the first collapse, regenerating gates re-opened in locations that bore no relationship to their previous position on the Antarean surface. This was to be a consistent pattern over the following periods of collapse and regeneration.

THE THIRD AGE – THE LOST AGES

Of all the recorded ages of Antarean space the Third Age saw the lowest total re-population of gates and it lasted for the shortest time before the onset of the third collapse. As such it is known as the Lost Ages. For many worlds of Antarean space it was entirely lost in so far as their own gates never opened at all! The Third Age was in many ways more a brief regeneration of a small number of gates during a longer period of isolation that would not end until Xon Times.

None the less, for a few worlds it offered vital centuries during which newly discovered technologies could be exchanged and contact re-established. It was during this brief age that humans first encountered the aliens called the Vorl. The Vorl had apparently been present in Antarean space in previous ages but it was not until the Third Age that contact was made with humans. Unlike most of the aliens of Antarean space the Vorl proved to be a voracious, intolerant and entirely predatory species.

Many human worlds were attacked and destroyed during the Vorl wars that dominated the Third Age and which only really came to an end with the third collapse. The collapse came unexpectedly and suddenly. Less than half the gates known to have existed during the previous age had regenerated by the time of the new collapse. Many important worlds of human space remained in isolation throughout the Third Age.

The third collapse came almost without warning, beginning with sporadic gate closures across the whole Antarean surface. Gates that normally extended into the upper reaches of the Antarean photosphere suddenly retreated back into its depths. Once it began, the process accelerated rapidly and within five

The Boromite Guilds are all that they have of a home, for long ago the Boromites spread to the ends of the Antarean universe. They became a race of wanderers, rarely staying in one place for long, always keeping themselves to themselves and distrusting of other human races.

Boromites speak little enough of anything to outsiders, but amongst themselves they sing the ancient songs and recall the legends of their home amongst the asteroid belts of Borom. Borom itself vanished into the Antarean collapse at the end of the second age and has never been found since.

The Xon poets claimed that the Boromites were set to wandering the stars ever in search of their ancient home and that one day they would return to it, but only at the ending of the universe when the Watchers returned to claim their own.

years the entire nexus had collapsed. By the time that the next phase of regeneration began many human worlds had endured a period of isolation lasting thousands of years.

Despite this, advanced civilisations survived throughout the time of collapse, including on the populous worlds of Isori, Xon and Hamaze. Upon countless other planets it was a different story. At least half the human worlds of Antarean space were either depopulated entirely or reduced to the most primitive of states, reverting to a condition not unlike the pre-historic cultures of Old Earth. Other worlds survived with some semblance of civilisation but with a low technological base that precluded space flight.

THE FOURTH AGE – XON TIMES

The Fourth Age began as had the Second with a gradual but steady regeneration of the Antares nexus. Once more the positions of gates on the Antarean surface would bear no resemblance to the distribution patterns of previous ages. Worlds found they suddenly had new neighbours. These were often previously undiscovered worlds and sometimes planets inhabited by aliens who were equally surprised to find humans on their Antarean doorstep.

The Fourth Age is known as the Xon Times because it saw the emergence of the first of the great Antarean Empires: the Empire of the Xon. The Xon were a NuHu dynasty of mixed ancestry that had come to dominate the planet during the period of isolation following the third collapse. Xon itself was a world with a history of advanced civilisation going back to the first age. During their isolation the people of Xon had developed a distinct culture of which the NuHu were the undisputed masters. The society of the Xon was rigidly segregated, highly ritualised, and ordered in the most strict and formal manner.

The Xon Emperors portrayed themselves as divine beings beyond the censure of ordinary humans. The Xon came to dominate human space and pretty much every human world either became part of their empire or subservient to it in some way. There were some exceptions; worlds whose gates remained hidden deep with the Antarean photosphere or who

The NuHu's eyes stared blankly in sheer terror.

'How can you understand what it is to be severed from the IMTel?' she wept.

'What it is to be alone. Lost in the endless darkness without even the power of thought. Utterly empty of everything except the horror of it.'

allied themselves with aliens for their own protection, but the dominant force remained the Xon.

After several thousand years of undisputed domination the Xon divided, at first into two rival Empires under different claimants to the Xon throne, and eventually into dozens of smaller Xon successor states each with its claim to rule. Wars between these states weakened the Xon grip upon Antarean space. Once more the Vorl would take advantage, attacking and destroying thousands of human worlds. Amongst those worlds was Xon itself, although by then the Xon Emperor wielded only a fraction of the power of his forebears.

The fourth collapse was brought about by eccentricities in the orbit of Obureg. Obureg is the tiny green star that circles Antares and performs an essential – still imperfectly understood – role in its functioning. At the end of Xon Times Obureg's fierce light dimmed and was almost extinguished. The normal interaction between Obureg and the Antarean photosphere ceased. The photosphere of Antares itself gradually faded, and the gates slowly withdrew under the surface. Once more the worlds of Antarean space were separated and all travel between them ended.

THE FIFTH AGE – THE WARRING AGES

The Fifth Age is often known in retrospect as the Warring Ages. Amongst the worlds of the newly emerged Ascendancy it became, rather poetically, the Time of a Thousand Suns. To the Isori it was simply the Dark Age. The Fifth Age was a time of conflict and bloodshed, characterised by almost constant warfare and mass movements of human populations throughout Antarean space.

The gates of the Antares nexus emerged slowly following the fourth collapse and – as usual – scattered apparently at random over the Antarean surface. The long centuries of intervening isolation had reduced most human worlds to a state of barbarism. Many had entirely succumbed to natural disasters, disease or war, leaving nothing but ruin. The gradual reconstruction of Antarean gates meant that worlds were often free to explore and build up their colonies for centuries before they encountered other humans. It was a situation that produced thousands of small empires over several centuries.

These rivals found that years of isolation had wrought many changes upon human populations. They no longer spoke the same languages or shared common cultures. Many were surprised to discover that their new human neighbours did not appear entirely human at all. As usual the Isorians preserved a great deal of their civilisation intact.

However, the Isorian gate was especially late in regenerating. By the time the Isorians returned to Antarean space a state of perpetual warfare already prevailed. Wars between rival

human societies raged across the nexus. The Vorl rampaged from pole to pole attacking every world they could find human, alien and – in many cases – other Vorl. Alliances were made and broken, empires rose and fell, and many human worlds were destroyed entirely. The Isorian Senatex retreated behind its defences.

Eventually several thousand worlds formed themselves into a federation they called the Ascendancy – a region of the Antarean surface their fleets endeavoured to sweep clear of enemy shipping.

The Fifth Age was unique in so far as it is the only age during which the technological culture of Antarean space made no progress – in fact it probably declined overall. During previous ages worlds would trade and exchange knowledge, explore Antarean space and settle new colonies. Wars would be fought and rivals struggled for control of neighbouring gates, but overall this would do little to impede what had been millennia of progress.

The Fifth Age was a time of unrelenting warfare that ended only when the next collapse came, putting an end to all enmity and rivalry, casting worlds once more into isolation. The occasion of the collapse is not well recorded but appears to have happened suddenly and without warning.

THE SIXTH AGE – THE TRISAPIENT AGE

The fifth catastrophic collapse was long in duration and followed upon the anarchy and depredations of the Warring Ages. As a result the loss of advanced human and alien civilisations was unprecedented. This could have been exasperated by what the Isorian records refer to as a *trans-dimensional shadow* cast from their collapsing system gate; a cloud of null-space that should never by rights exist within primary space-time.

The Isorians were the most advanced trans-dimensional engineers in all of Antarean space (and remain so to this day). It is therefore likely the events they recorded also took place elsewhere without anyone becoming aware of the fact. The cloud of null-space released into the system gradually spun into the star Isor itself, but its presence caused considerable disruption to nano-based technologies producing widespread system failures that almost destroyed the Isorians.

NuHu were personally affected and practically wiped out, unable to endure this period of dissonance within the nanospore environment. The Isorians were eventually able to overcome these difficulties, but the chances of other less technically able societies doing the same would have been slim. When the gates began to regenerate it was apparent that practically ninety per cent of previously inhabited worlds were now bereft of human population. Many others harboured only savages.

The Sixth Age began from a low base of worlds spread thinly over the Antarean surface. Amongst them were Isor, Alzantha and NuXon – three worlds that had endured the intervening collapse and survived relatively unscathed. Because their gates were widely separated in Antarean space they evolved as separate centres of civilisation and regeneration.

Very quickly there developed three large, very different empires: the Isorian Senatex, the NuXon Empire, and the Human League centred upon the Alzanthan Federation. These three civilisations

expanded across Antarean space, encountering and often allying with alien worlds whilst at the same time making and breaking alliances with each other.

Wars between the three powers – or Trisapients – often set them against each other, but rarely did these interrupt the general progress of Antarean civilisation. The League, a looser alliance of worlds dominated but not controlled by the Alzanthans, suffered from intermittent wars within its boundaries, especially towards the end of the Sixth Age.

For thousands of years it was believed the Vorl had fallen extinct during the Antarean collapse following the Warring Ages, but towards the end of the Sixth Age they appeared again and began to attack human worlds indiscriminately. The Trisapients responded by locating and destroying a number of system-side gates around Vorl planets.

This was the first time actual gateways had been successfully attacked and destroyed using a dimensional-manipulation technique developed by the Isorians. The unexpected consequences would be disastrous for all of Antarean space, triggering a cascading collapse of the gateway system and bringing a long period of prosperity and technical achievement to an end.

THE SEVENTH AGE – THE PANHUMAN CONCORD

The most recent collapse between the Sixth and Seventh Ages (also known as the Trisapient Catastrophe) is generally reckoned as ending with the opening of the Isorian gate after approximately three thousand years of isolation. Other gates are known to have opened earlier.

As always it is impossible to know exactly when many gates regenerated. It was only when gates were discovered by spacefaring civilisations that their existence became known about. As with previous collapses many worlds were either depopulated or reduced to a primitive state during the interval.

The Isorians with their long tradition of endurance emerged not only unscathed but having made considerable advances in near-light speed space drives. During the Trisapient Catastrophe they had explored and settled several star systems close to Isor in local space.

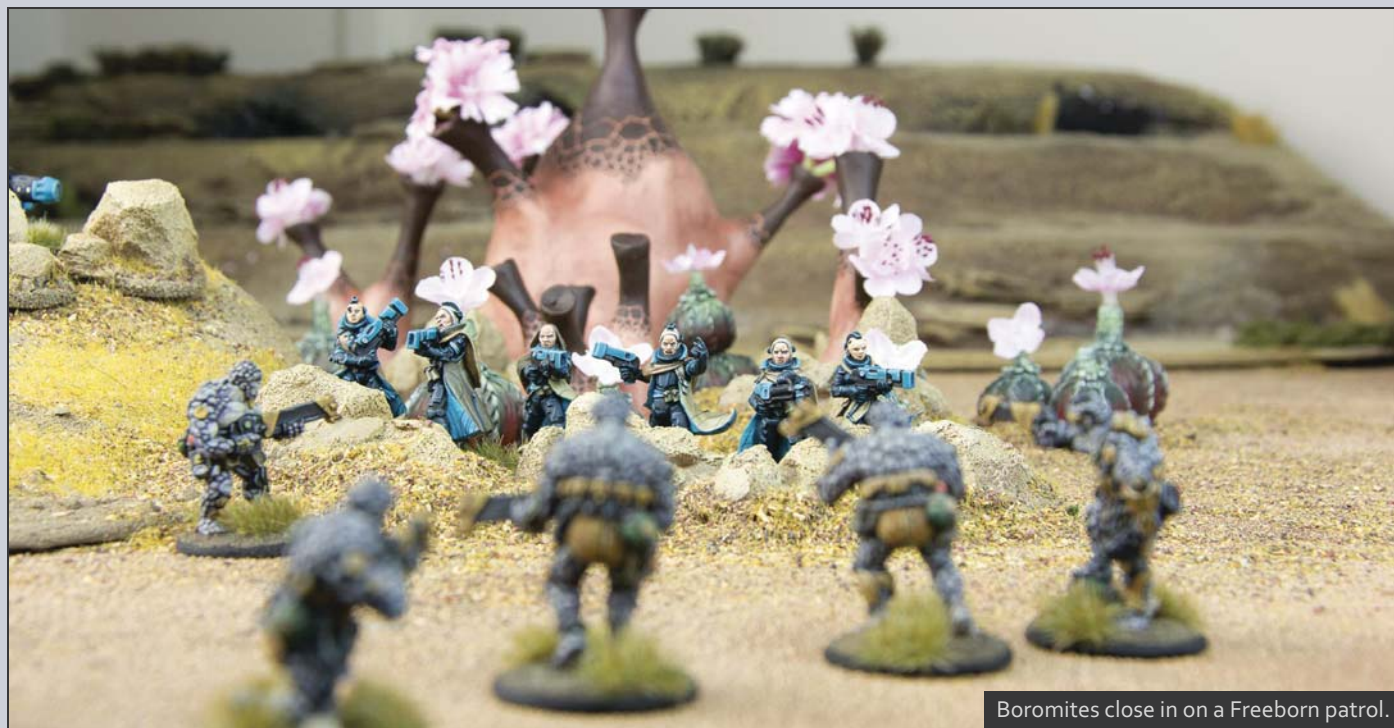
During this period of real-space colonisation the Isorians developed a self-perpetuating nanospore-based data retrieval and analytic system, which they called Integrated Machine Intelligence or IMTel. This was initially developed as a way of spreading knowledge and expertise within the far-flung Isorian colonies. When the Seventh Age began the IMTel spread throughout Antarean space, uniting the greater part of humanity into the PanHuman Concord.

Following a long real-space war with an alien race called the Tsan Kiri, Isorian IMTel developed hybrid alien-human characteristics that caused a schism within the PanHuman Concord. The Isorian portion became the Isorian Shard or Isorian Senatex.

Today most human worlds belong to one or other of these hugely powerful IMTel societies. It is now more than thirteen hundred years since the beginning of the Seventh Age and Antares is once again densely packed with gateways leading to millions of worlds. However, even today fresh gateways continue to emerge from the photosphere leading to trans-dimensional tunnels and worlds both ancient and entirely unexplored.

Thousands of human worlds of ages past have still not been rediscovered, including some of the most prosperous Sixth Age worlds: Alzantha, Jarain and KayTen. Perhaps their gates opened millennia ago and the planets they once led to are no longer home to people capable of space flight. Explorers might discover them one day, though it is impossible to be sure.

Other gates no doubt remain closed whilst the great trans-dimensional engine that is Antares slowly rethreads and rebuilds the millions of trans-dimensional tunnels that comprise the Gates of Antares.



Boromites close in on a Freeborn patrol.



Isorian Prime Density



Concord Prime Density



Principal Region
of Vorl Gates

Tropics of Obureg

Western
Interface

Northern
Interface

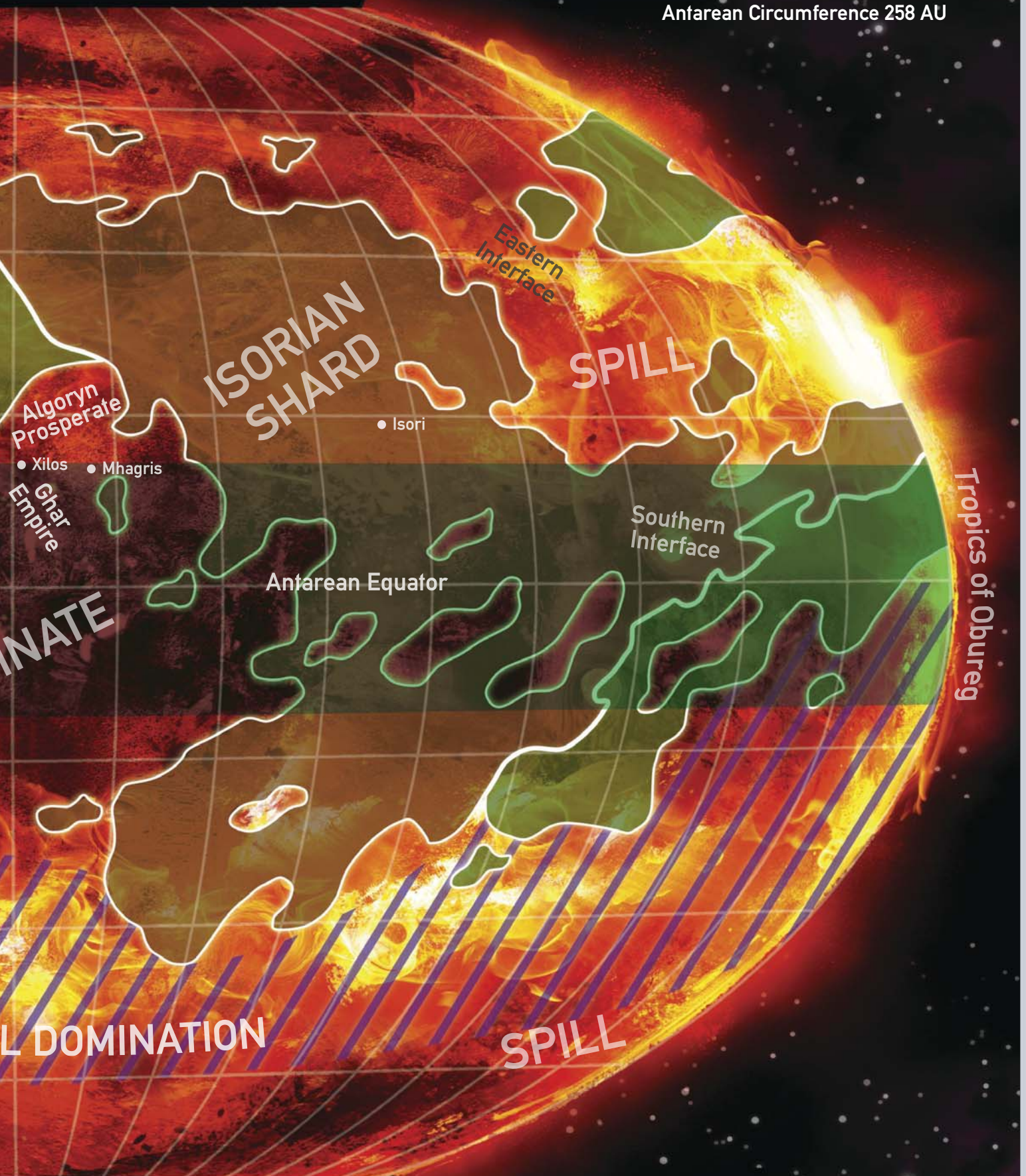
CONCORD

DETERM

Seventh
Segment

APPROXIMATE EXTENT OF VOR

Antarean Circumference 258 AU



The Gates of Antares

The gigantic inter-dimensional machine that we call Antares has provided untold races with the means of exploring and colonising beyond the confines of their immediate homeworld. Humans have spread throughout Antarean space over seven long ages and there is plenty of evidence to suggest that they were not the first race to do so. In all that time Antares has been studied and a great deal has been observed concerning how it functions and behaves, but even today relatively little is known about Antares itself. The greatest trans-dimensional engineers amongst the Isorians can offer little except hypotheses and conjecture. As for the creators of Antares – the Builders – their story remains almost as mysterious as ever.

TRANS-DIMENSIONAL TUNNELS

In practical terms the functioning of dimensional gates has been understood and exploited by humans since the days of the great diaspora of the first age (otherwise known as the spill). All Antarean gates connect to an equivalent system-side gate located at a distance from a system's star that is fixed by the star's energy output and in direct line with the

actual location of Antares as it lies within that space-time (this point is known as the system's gate horizon). In practice, system-side gates generally lie at a distance from their sun coinciding with the orbit of its outermost planets. Antarean gates, which is to say the dimensional gates on Antares itself, take the form of long trans-dimensional tunnels that emerge from the depths of the photosphere. These tunnels rise upwards through the photosphere forming long thin tubes that wave gently in the solar winds that whirl across the Antarean surface, stirring its plasma into vortices of pure energy.

The density of tunnels over the surface has been mockingly likened to the hairs upon a dog, and indeed there are so many millions of tunnels that it is impossible to know exactly how many. However, the surface area of Antares is so great that even tunnels that emerge in close proximity are likely to be many tens of thousands of miles apart. Navigation from tunnel to tunnel is therefore a question of knowing where gates lie relative to each other, as chancing across a gate is unlikely even if its approximate position is known.



Concord Interceptors strafe Algoryn positions.

THE ANTAREAN HORIZON

These tubular tunnels rise like serpents from the depths of Antares and the entrance into a tunnel, the gate itself, lies at the very tip forming the mouth of the serpent. As far as is known all gates are of the same form and diameter: perfectly circular and roughly four miles across (this is the same size throughout the tunnel and system gate). Although a tunnel itself may rise tens of thousands of miles through the photosphere it can only be entered via the tunnel mouth or gate. Gates lie at different depths within the Antarean photosphere, with deeper lying gates being correspondingly difficult to locate. The depth of a gate within the photosphere is known as its Antarean horizon. Unlike a gate's system horizon, which is an expression of solar energy output, there is no way of determining where a gate's Antarean horizon lies (although needless to say theories abound). Visibility and detection distances within the photosphere are limited and vary depending upon patterns within the plasma flow, but are generally greater high within the photosphere and practically negligible within its depths.

CRITICAL DEPTH

The movement of spacecraft over the Antarean surface is confined by the granular density of plasma throughout the photosphere. Spacecraft descending down into the plasma flow endure considerable stresses and, regardless of the effectiveness of their shielding, there is a point at which they are consumed. More significantly, there is a depth from which a spacecraft is unable to emerge without the accumulated stresses causing its destruction. This is the *critical depth*, which effectively marks a point of no return. Many Antarean gates lie below the critical depth, but this is not a problem so long as a ship is able to find and open a gate before its shielding becomes overloaded. Variations in plasma granularity caused by the orbit of Obureg affect this critical depth within the equatorial region of Antares (the Tropics of Obureg). Most Antarean ships have comparable levels of shielding. Ghar ships, which have primarily magnetic shielding, are less efficient but Ghar are usually willing to take risks where others would not (in particular the IMTel societies of the Concord and Isorians which are extremely risk adverse by nature).

OPENING A GATE

Although both system gates and Antarean gates are effectively tunnel mouths, ships do not enter as such, rather they make the appropriate resonant signal and are then drawn into the gate and along the corresponding trans-dimensional tunnel to the other side. All gates emit a signal over a limited range and can be opened by returning a key signal that is a standard variant of it. Thus, so long as the variant key is understood any gate can theoretically be opened. Because a space faring race must discover this key to open its own system gate it follows that doing so provides a key to the entire Antarean universe. Or at least this would appear so. There are Antarean gates that have proven impossible to open. The reasons why this should be so are unknown.

Once taken into a gate a spacecraft is drawn along the trans-dimensional tunnel to its destination. The null-space within the tunnel – of which the tunnel is made – is not part of any

Yu Hamnu strode across the perfectly cut lawn. Her Sousilk kimono shimmered shades of blue, accentuating the shape of her long, elegant legs.

The SkyTrans speeder hung upon its static suspensors. Hansa tossed the carryall into the back. The machine's compressor field swallowed it away in an instant.

'Up you go!' Hansa beckoned.

Her eyes flickered nervously. Yu Hamnu's delicate face, pale as it was, grew almost transparent.

'The safety record of this machine exceeds zero six points risk of malfunction!' she gasped.

'Which means?'

'It means, Hansa Nairobi, such a machine is not rated for human transportation. Well-being and preservation...

'...well-being and preservation of acceptable risk parameters forbid it!' interrupted Hansa. A knowing smile spread across his rugged face.

Yu Hamnu shivered. She knew there was no other way of reaching HiTarn before nightfall. There was no choice.

She slipped into the nearside passenger pillion. The cell stretched as it adjusted to her tall frame, cushioning her in its invisible embrace.

'I am not afraid,' she declared as Hansa took the other cell. The cell did not shift at all. Its form was evidently fixed.

'Of course not!' smiled Hansa. 'Hold on tight.'

The speeder's restrainers tightened their grip. The machine rose until it drew level with the roof of the embassy. Yu Hamnu craned her long neck to see the manicured gardens and weir-woods beyond. A beautiful and peaceful world. A safe world. A world she was leaving forever.

physical universe. It is impossible for a ship to manoeuvre within a tunnel or to use its engines to propel itself through. It is simply carried along with a tiny bubble of reality and deposited out of the other side. The time taken to get through a tunnel varies and might be a few hours or many days. When gates re-open following a period of collapse there is no guarantee that a journey of a few hours in a previous age might not now taken days or weeks. There is always the possibility of an unexplored gate carrying a craft upon a never-ending journey, which is why explorer probes are used upon such missions.

THE ROLE OF OBUREG

We have already said that the speed of ships over the Antarean surface is constrained by the granular plasma flow of Antares, and in fact it is the relative speed of the plasma flow as well as its density which is dangerous to spacecraft. Moving against the plasma flow can be as dangerous as diving to critical depth even in the upper levels of the photosphere. However, the extent to which a ship can rise from the photosphere is also constrained, although why this should be so is less certain. In this case it is the

orbital influence of Obureg that appears to limit the ability of craft to move beyond the influence of the photosphere, forcing spacecraft to move over the Antarean surface much as a craft might move over the surface of an ocean.

The role that Obureg plays is uncertain but definitely significant. At the end of the fourth age (Xon Times) the orbit of Obureg started to exhibit eccentricities that wrought havoc with the regular plasma patterns of Antares. Where the plasma flow fell stagnant gates began to withdraw into the depths of the photosphere until they disappeared altogether. This is the general process by which gates collapse – they collapse back into the null-space void that is presumed to lie at the heart of Antares. Thus it appears that the constant orbit of the tiny green star-like Obureg is a necessary part of the mechanism that powers the Antares nexus. The equatorial regions of Antares correspond to the orbit of Obureg and are consequently the most tumultuous areas of plasma flow (the Tropics of Obureg). The region is also the most densely populated with gates. By contrast the polar areas have fewer gates at higher levels of the photosphere and lower rates of plasma flow in general.

Although the Seventh Age (the Age of the PanHuman Concord as it is known in human space) is reckoned as having lasted over thirteen hundred years, gates continue to emerge from the depths of Antares as worlds are gradually returned into Antarean space. Within a few years a gate might rise from unimaginable depths to an horizon in the upper layers of the photosphere, although how far and how fast a gate rises in this way is impossible to predict. A gate's position on the Antarean surface and its depth within the photosphere will significantly affect how a world relates to the rest of Antarean space. The position of a gate is not predictable and worlds whose Antarean gates lie at a point on the Antarean surface in one age can open at an entirely different point on the surface, and at a different depth, when they re-open in a succeeding age. This is why worlds that are important and powerful in one age may be reduced to relative obscurity in another. Isori itself suffered in this way during the fifth age (Warring Ages) when the position of its gate carried it far from the densely populated regions around the Antarean equator.

A TRANS-DIMENSIONAL ENGINE

Even as long ago as the first age it became apparent that the worlds joined in Antarean space were scattered over wide regions of the galaxy and in most cases it was impossible to locate them relatively in real space at all. The only thing that they had in common was that all lay at about the same distance from what looked like the same giant red star that we call Antares. However, the positions of other stars from all of these co-joined worlds did not amount to a coherent picture of the same galaxy. In fact, it soon became obvious that most worlds lay in completely different galaxies, yet inexplicably all lay at a comparable distance from what appeared to be the same giant red star that aligned with their system-side gate.

By the second age the relative positions of some worlds in real space and within the same galaxies had been settled, but observational astronomical data still failed to align completely. The only conclusion that allowed for this was that although the worlds shared a common galaxy they occupied different times within it. Once this became commonly understood it was realised that many more worlds than originally thought shared the same galaxy but were separated in time by millions of years. Further observational data suggests that not only are worlds separated in time and space but that they may be also be separate in terms of belonging to entirely different universes. This remains one of the most studied aspects of Antares and suggests something of the powers wielded by its creators.

A SENTIENT MACHINE

Each historic collapse of the nexus has been followed by a period of reconstruction in which trans-dimensional tunnels are rerouted to different regions of the Antarean surface. This has happened six times since the human ages began, but accounts from alien civilisations go far beyond this, and there is every reason to believe that further collapses will occur in the future. These collapses may be due to a malfunction of Antares itself, a result of damage inflicted upon the nexus, or some necessary adjustment to shifts within the multi-dimensional spaces that Antares occupies. The Trisapient Catastrophe followed upon the deliberate destruction of a number of system gates by the Isorians and is likely to have triggered it. The Isorians have never since deployed their dimension shifting technology against a gate.

The destruction and reconstruction of the nexus appears to take place with a definite purpose, suggesting that Antares is capable of reacting to its multi-dimensional environment. It is – in other words – aware. It is also obvious that the tunnel network is constantly developing and growing. Each new age sees the reinstatement of gates to previously connected worlds, but also the addition of new worlds that were – as far as is known – never part of Antarean space before. It is as if Antares itself is able to find worlds and build connections to them, but what criteria it uses to initiate construction is impossible to guess. Gates that lead to worlds that have been destroyed or rendered uninhabitable are rarely rebuilt following a collapse, as if Antares were exercising judgement in respect of which worlds to return to the nexus. Behind all of this construction and reconstruction, the expansion of the nexus and its periodic retrenchment, it is easy to sense the will and power of the Builders, but for what purpose and to what ultimate end is impossible to say.



Algoryn plasma cannon scans for the enemy.



Boromite explorers amidst the ruins of an ancient civilisation.

Null-space tunnel entrances form gateways within the solar systems that comprise Antarean space. Each lies at one end of a trans-dimensional tunnel the other end of which emerges within the photosphere of Antares itself.

When approached directly from the sun-side system gates appear as perfect circles of null-space darkness. They are completely invisible from other angles, having neither depth nor existence except when approached from directly in front. In size they are in the order of four miles across, no larger than many other minor orbital bodies such as asteroids and comets.

System gates are almost impossible to find unless you know what you are looking for. Indeed, it is not unknown for human explorers to discover alien worlds of great sophistication, often capable of near-light space travel and journeying to neighbouring stars, but who have failed to discover their own Antarean gate. Not all societies that discover a gate comprehend what it is or find the means of opening it (a resonant sequence key based on the gate's own resonance pattern).

Spacecraft do not enter a gate as such. Rather, they are drawn into it when they transmit the appropriate resonant signal. The trans-dimensional tunnels themselves move craft within them. Craft are not able to employ drives within a tunnel because

action/reaction principles don't hold and any attempt to manoeuvre within null-space is rendered ineffective. The craft simply occupies a bubble of reality that is transported along the tunnel and deposited at the other side. The time it takes to get from any one location to Antares or back again is always the same. However, depending upon the world, this can be anything from a few hours to many long months or more.

All system gates lie at a distance from their star that corresponds to a calculable position dependent upon the star's energy signature. This seems to be a necessary component of the gateway's functioning. Gates do not orbit their star but lie along a line extending from the star to the actual position of Antares within their own time-space dimension. This fixed point is known as the gate horizon. Given the energy signature of a star and its position relative to Antares the gate horizon is easily established.

The energy signature of a star varies over time, and when it does the gate horizon moves too, maintaining a fixed position relative to the energy signature. This indicates that Antares is not a fixed structure but is capable of responding to changes within the nexus. One of the great mysteries of Antares is that the Antarean nexus joins worlds that could not possibly have existed when Antares itself was constructed. This gives much weight to the notion that Antares is a sentient machine capable of adaptation and possibly of evolution.



The Algoryn Prosperate

The Algoryn Prosperate is the largest independent federation of planets lying upon the Antarean borders of both the PanHuman Concord and Isorian Senatex. The Prosperate comprises hundreds of worlds and is centred upon the planet of Algor, the homeworld of the Algoryn.

The Algoryn are human morphs of distinctive appearance, but the Prosperate itself is a multi-ethnic federation, trade zone and mutual-defence league that includes Algoryn colonies and non-Algoryn worlds as well as worlds settled by the non-human Tchath or Tchax (there is no direct human

equivalent to the Tchathys language and even the most sophisticated machine-intelligences struggle to comprehend it in detail).

In addition to Algor, the Algoryn live upon twelve densely populated colony worlds, and they maintain bases and outposts on many more that are otherwise unsuitable for large-scale settlement.

Until twenty-two years ago there was a thirteenth colony called Zyra, which lay close to the Isorian dominated regions to the east of the Prosperate. Zyra was attacked by the Isorians and the planet itself was destroyed by the Algoryn to prevent it falling into the hands of the Isorian Shard. Although the colony itself no longer exists the strategically important



Algoryn Assault Squad bring their deadly D-Spinner to bear.

The fighting forces of Antarean space wear combat suits that combine flexible and semi-rigid materials with protective armour fields such as reflex and hyper-light armours. As products of advanced nanite-based technologies these suits have many useful properties above and beyond merely protecting their wearers from harm. Nano-cored plates are capable of effecting self repairs whilst an outer sheath of dynamic nanochromes means armours and clothing can be adapted to any colour or patterning as required.

In most Antarean military forces it is usual to adopt a uniform colour or camouflage scheme for the duration of a campaign depending upon the kind of environment likely to be encountered. Once a formation has come to

identify strongly with a uniform scheme some will choose to retain it regardless of the actual environment they are fighting in. Certain uniform schemes have attained the status of a tradition and are generally worn on formal occasions.

This is especially true of the highly militarised Algoryn, because it is common for serving men and women to wear basic armour even in civil life. The number of Algoryn formations is both numerous and diverse, resulting in great variety of colour and pattern, although to some degree the same is true of Concord and Isorian formations, whilst amongst the Freeborn a Vard's colour is a token of prestige and honour amongst his troops.

Zyran system remains part of Algoryn controlled space. The largely uninhabited star systems adjoining Zyra are still a bitterly contested war-zone between the Algoryn and the Isorians (See the history of Tar Es Janar for more about the Zyran Wars).

The worlds of the Algoryn Prosperate act together in the interests of self-defence, but by far the most powerful military forces in the whole Prosperate are those of the Algoryn themselves. When it comes to facing up to the Prosperate's many enemies it is invariably the Algoryn who take the lead and whose military is the most effective.

In part this is because the Algoryn have been waging a war of self-preservation for hundreds of years. Had they not developed an effective means of countering Concord and Isorian incursions they would long since have fallen to these two great and rapacious rivals. Even so, the leaders of the Algoryn High Council know that were either of these powers to mount a serious invasion their own forces would be overwhelmed. However, neither is likely to take a serious interest in Algoryn space before gathering sufficient data to make a strategic assessment – and the Algoryn have denied them the opportunity so far.

A more immediate threat to the Algoryn comes from a neighbour in the Determinate itself: the Ghar Empire. The Ghar are another human species of a sort, for their ancestors were bio-engineered to fight a long-forgotten war in past ages. They are implacable enemies of all other human species and have been engaged in a bitter war against the Prosperate for hundreds of years.

The Ghar are a remnant from a past age whose armaments and spacecraft utilise ancient pre-nano technologies, setting them apart from the advanced civilisations of Antarean space. Although the Algoryn have defeated the Ghar time and time again, their enemy's forces always recover and return to the fight with undiminished enthusiasm.

Ghar victories, although rare, bring destruction to entire worlds. A planet lost to the Ghar is usually rendered uninhabitable, so even if the invaders can be thrown back they leave nothing but ruin in their wake. The ongoing war between the Ghar and the Algoryn has done more to shape the society and armed forces of Algor than anything else. See The Ghar Empire for more about this savage and dangerous race.

ALGOR

The planet of Algor is the fourth that revolves around the binary stars of Enbris and Onebris. Enbris is a small, white and very bright sun whilst its larger partner Onebris is dull and ruddy. However, occasionally Onebris becomes much brighter and its red light burns fiercely plunging Algor into a perpetual fiery glow.

The relative positions of these stars as they revolve around their common centre of gravity means that the Algoryn day consists of a mixture of different kinds of light as well as hours of darkness.

Algoryn seasons can be complex and occasionally dangerous too. If Algor's perihelion with Onebris coincides with a full eclipse of Enbris the planet is bombarded with toxic levels of radiation from the red sun. At such times the population must retreat underground until the planet orbits further from its twin suns. If such an event occurs at the same time as a period of extraordinary activity by Algor's red sun then its people might have to endure months of life in the labyrinthine cities constructed below the surface for this purpose.

When they emerge it will be to a barren world, purged of vegetation and largely devoid of life. Only bioforms adapted to the harsh conditions on Algor can survive such an event, submerged beneath the ocean beds, burrowed deep underground or metamorphing into dormant cysts until the surface becomes safe once more.

THE ALGORYN

The Algoryn themselves are a distinctive species of human. Their distant ancestors settled Algor in ages past. Most likely they did so during a period of prolonged Onebrian quiescence when the dangers of the red sun were much reduced. The harsh and sometimes entirely inhospitable environment of their home world initiated a rapid evolutionary cycle that has led to significant changes to their physique. Although the Algoryn have spread beyond Algor itself, they all retain this physique to some extent.

As a result of this evolutionary adaptation the Algoryn have developed a thickened keratinous layer to the upper parts of their bodies that are exposed to sunlight. This gives them a degree of natural protection against the radiation that beats down upon their planet. Instead of hair upon their heads they

have a scale-like layer of fused keratin. Similarly thickened and scaly skin covers the backs of their arms and hands, shoulders and thighs. In the case of Algoryn who have colonised other, more hospitable, worlds, these distinctive features are less developed. On some worlds of the Prosperate, Algoryn have mixed freely with other kinds of humans, resulting in populations that are extremely diverse in appearance.

Living in such a hostile environment has led to other changes in the population of Algor. Algoryn are larger than the majority of humans on average, and usually stand about a head taller. Compared to typical humans they are physically imposing. They are also extremely tough and can endure hardships that would soon overcome an ordinary human. Over the last centuries these qualities have been reinforced to some extent by almost constant warfare, encouraging the development of a military culture that places a great deal of emphasis on physical and mental endurance.

ALGORYN SOCIETY

Algoryn society has always had a strongly militaristic character that the Algoryn derive from the foundation of the colony itself. The early history of Algor is one of conflict both

with native creatures and other human invaders – but these events lie so far in the past that they have acquired a somewhat legendary character. Over the last few centuries the war against the Ghar has strengthened the association between society and the military, so that today there is effectively no difference. The Algoryn military leaders are also its civil leaders, and society as a whole is geared towards the defence of the Prosperate.

It is impossible to understand the Algoryn without some knowledge of their complicated caste system. Practically all Algoryn belong to one of five social castes that largely determine their role within society as a whole and within the military.

Algoryn society is divided into five castes, known as *legers*, each of which plays a different although not necessarily less important role. The different castes rarely mix except where necessary. Marriage between castes is extremely rare, and the most renowned families have intermarried over many generations. Amongst the ruling Optimate leger and the most powerful families of the aristocratic Vector leger, this has resulted in the development of a culture of closely interwoven relationships and infinite subtleties of rank and distinction.



Algoryn AI Troopers armed with trademark mag guns.

These distinctions and attendant formalities of address, precedence and manner are baffling to an outsider but keenly observed by Algoryn of all ranks.

The five castes are the Optimate (highest), Vector, Founder, Servile, and Base (lowest) legers. Algoryn of the first three legers are raised as warriors and play an important role within the Prosperate military. The final two legers play no role in the military, and even though some individuals may be important or otherwise respected they are inevitably held in lower esteem.

Membership of a caste depends upon a family's clan, a sort of super-family or tribe known as a moch. Famous Optimate mochs include the Janar, Rahq, Du'rel and Ko're. Being born within a moch automatically determines which caste a person belongs to, but an individual can also be adopted by a family and then becomes a member of that moch and leger. Such adoptions are not common, but provide a means by which talented and ambitious members of the lower castes can rise above their humble birthright.

The Optimate leger provides the Prosperate with its strategic leaders and members of its ruling body the High Council. The Algoryn make no distinction between military and broader political rank: their military leaders are also their political leaders. Although the Optimate gives the Prosperate its generals, governors, councillors and other powerful and influential decision makers, its members must be warriors first and foremost.

The Algoryn value personal courage above all else, and a commitment to duty is ingrained throughout Algoryn society. Every person's life stands at the service of society as a whole. The members of the Optimate caste are expected to embody all of these uncompromising virtues. Successful command in action, bravery, and achievement in war are the means by which Algoryn of the Optimate caste achieve recognition and promotion.

The numerous Vector leger provides the traditional core of the Algoryn Armoured Infantry units, and therefore most of the full-time military of the Prosperate. For this reason Armoured Infantry formations are also known as Vector units. All members of the caste capable of doing so serve in the military until such time as they are too aged or battle-damaged to continue.

As warfare is continuous and has been so for hundreds of years the Vector leger fulfils a vital and honoured role and is regarded as a kind of aristocracy. The most respected amongst them aspire to the Optimate, a distinction that can be awarded to individuals by the High Council of the Prosperate. This takes the form of adoption by a sponsor. The greater part of the permanent military consists of members of the Vector caste.

The Founder caste is the largest of all the five legers and also makes up the greater part of the Algoryn population of the Prosperate. All members of the Founder leger are raised as warriors in the same way as those of the Vector leger, often alongside them. The Founder caste provides a huge reserve of trained troops that can be called upon when needed.

Regardless of whatever their civilian role might be everyone is expected to train as part of their local militia, and all serve a term in the military, which might involve deployment to a

Only energy-starved and impoverished worlds continue to use the ancient methods of plastcrete moulding and form extrusion to build material structures. For the most part, human worlds enjoy a comparable and practically universal technology that allows almost anything to be built from hyper-core materials and a nano frame structure.

Constructor drones build an invisible three-dimensional field template, which serves as a base upon which hypermats are fused from HMC cores of various types. Structures miles high can be built in this way without human involvement, from sky pylons to habitation blocks, aerial roadways and transmat arrays. Gravity defying structures are commonplace, structural suspensors holding buildings aloft.

Construction is so simple that unfashionable or tired buildings can be effortlessly remade by reconstructing their material cores and using the same HMC to build anew.

frontline unit in a war zone. The name of the leger comes from the name of these militia units – Founder troops – that in turn derives from an ancient colonial tradition going back to the settlement of Algor.

Founder troops man the permanent defences of Prosperate planets. In war zones Founder units often form a second wave of troops behind the Armoured Infantry, occupying ground and serving as garrison units, freeing up Armoured Infantry units for mobile attacks. Often, losses amongst the Armoured Infantry results in troops from experienced Founder units being absorbed into the Armoured Infantry. This is more likely to happen during prolonged campaigns where Founder units may be deployed for many years at a time.

The Servile leger has no formal military role and its members fulfil what are regarded as relatively safe, menial or civil functions. The members of this caste provide all the specialist services that enable Algoryn society to function, including much of the basis for manufacture and research.

Members of this caste can be important and influential individuals despite their relatively low standing. Some of Algor's most successful scientists have come from the Servile leger, but as part of a society that celebrates martial duty above intellectual achievement even the greatest minds are regarded as mere functionaries. Their duty is to serve behind the scenes, and it is a duty members of the leger undertake with all the loyalty and conviction of the other castes.

The Base caste is often not even regarded as a leger at all – it is a catch-all category of what could otherwise be thought of as caste-less Algoryn. They are individuals and families shunned by other Algoryn, homeless wanderers forced to eke out a living on the edges of Prosperate society. They include criminals, cowards, traitors and often their descendants, individuals who have been disinherited by their family or moch.

Transmitter modulation was one of the first Builder technologies to be uncovered during the exploration of Antarean space. This happened such a long time long ago that it's impossible to be sure exactly how this discovery occurred, or where, or how the alien technology was successfully replicated.

All we know is that from the Second or Renatal Age, transmitter modulators – or transmat as they are generally known – became commonplace throughout human space.

A transmat is the usual method of transportation between an orbiting spacecraft and a planet's surface, or from one spacecraft to another in close proximity. A transmat can transport an object or person to another transmat, allowing practically instantaneous travel between two remote locations.

The distance that can be travelled between two transmats depends upon their position to some extent, but is generally sufficient to travel from a planet's surface to an orbiting craft, although not much greater.

Some worlds have transmat systems that allow overland travel; this is achieved by a series of static transmats phased precisely together and spaced about fifty miles apart. These are known as transmat loops or as trans-loops or just loops; they function like roadways, transporting materials and people between one fixed location and another.

It is also possible to use a transmat to pick up an object or person by means of an attached transmitter receptor tuned to the identical phase modulation as the transmat itself. This allows a single transmat to function effectively even without another transmat to transport to.

These receptors are generally known as jump hooks. In this case the hooked object is transported to the transmat together with the receptor itself. The smallest receptors are so tiny they can be implanted beneath the skin or secreted in jewellery or clothing. Jump hooks have a very short range and this affects the size of the transmat capsule – in effect the greater the distance the smaller the volume can be transported.

The very smallest brain implants may be sufficient just to hook the wearer's head, neatly severing the skull from the body. In extreme transports of this kind a bio-stasis tank awaits! So long as the transportee's brain remains intact it is always possible to regenerate or, failing that, affect transfer into a clone body.

Transmitter modulation technology also has a role to play upon the battlefield, in the form of homer shells that function as temporary transmats. These tiny versions of transmats don't function for very long, and there is always the inherent risk of the modulator field collapsing mid-transport. However, they form a method of placing troops or materials into the heart of a battlefield when necessary.

Famously, in ancient times during the Erban War, the entire Optimate moch of Ma'req was cast in disgrace from their leger. Ever since they have lived a spaceborne life as wanderers, traders and salvagers, plying the Prosperate routes and surrounding planets. They call themselves the Freeborn of Ma'req, though there is little trust between them and the Vardari or the Prosperate. The Prosperate consider them little more than pirates, and clashes between Ma'req and Prosperate forces are not uncommon.



THE PROSPERATE AND THE WIDER UNIVERSE

The Prosperate trade widely within the Determinate and Freeborn ships ply the routes between the Prosperate and even more distant worlds. The Freeborn travel throughout Antarean space, facilitating trade and communication between otherwise inimitable civilisations. In this way the Prosperate and other worlds within the Determinate maintain contacts with each other and with the PanHuman Concord and Isorian Senatex.

Although the Prosperate is largely preoccupied with defending its boundaries these are still immense and diffuse, with numerous unexplored or newly discovered gates of potentially strategic importance to neighbouring worlds.

This means the Algoryn cannot afford to simply defend their own worlds, but must actively explore and take control of star systems that might otherwise provide their enemies with a stepping-stone towards the Prosperate itself. Nor are the Algoryn oblivious to the potential advantages of making technological discoveries within Antarean space.

Considerable forces are therefore devoted to exploration and to creating military garrisons upon outlying worlds. Often those worlds are barren, but some may be home to primitive humans or alien life forms, whilst others may prove ripe for more permanent settlement.

THE ALGORYN MILITARY

The Algoryn are an advanced spacefaring race with a technological level comparable to the rest of the Antarean



Algoryn Infiltrators are recruited from their women and are every bit as tough as the males...

universe. However, their chief concern is to protect their worlds from the extremely sophisticated IMTel driven societies of the Concord and Isorians, as well as the distinctly primitive forces of the Ghar. For this reason the Prosperate retains a strong human element of control both in terms of strategic thinking and operational equipment.

Although possessed of advanced nano-technology Algoryn society is ultimately a human society that is led by individuals and guided by political debate and – within the High Council – a form of human consensus. This is only possible because the Algoryn avoid the otherwise beneficial process of further machine integration. Further machine integration would simply make them vulnerable to the far larger and more powerful IMTel of their enemies.

As a result the Algoryn make much less use of armed fighting drones than their rivals. Larger vehicles that would be crewless drones in Concord forces are always provided with crews

in Prosperate armies. This does not mean that an Algoryn vehicle cannot fight as an autonomous drone, but it allows a crew to augment or override the machine-mind of their vehicle if necessary. This enables Algoryn forces to face Concord and Isorians without their own units becoming quickly subverted by enemy nano-attacks. It also enables Algoryn to more easily counter the devastating weapons of the Ghar, which are particularly effective against nano-based technologies.

The other great advantage that the Algoryn have is that they are a military society with a strong warrior ethic that permeates the entire population. Men and women share in the burden of defence, and even Algoryn children are proficient with basic weapons from an early age. This contrasts strongly with both Concord and Isorian societies where only a tiny proportion of the population are ever taken into military service.

ANTAREAN CHARACTER: GENERAL TAR ES JANAR

It would be remiss not to include gaming rules for Tar Es Janar, and for all the other models that have been created to accompany the Antarean narrative. In doing so we shall be mindful not to create super-heroes – as extraordinary as some of these individuals are – but neither should we stint when it comes to lending interest and colour to our games of Beyond the Gates of Antares.

The rules presented for our characters start to explore some of the possibilities inherent within the game system, which we intend to expand and add to in future developments. As for our army lists, these have no specific provision for including character models and that is deliberate, as we rather believe

that characters should be embedded within their own narrative rather than added to armies in an abstract fashion.

However, we all like to stray beyond the boundaries on occasions, and if you wish to include our characters they substitute for equivalent units in their respective armies. In the case of Tar Es Janar he substitutes for an Algoryn AI Command Squad choice, for example.

Tar Es Janar is just one amongst the thousands about to be drawn into the unfolding events following the discovery of the world of Xilos. As a character in our story Tar Es Janar is deserving of our unique model portraying him in the full regalia of an Algoryn General.

Tar Es was born into the Janar moch of the ruling Optimate leger of Algor. His parents were governors of the Zyra colony, which was at that time the second most populous Algoryn world in the entire Prosperate.

The moch to which his family belonged – the Janar – was one with a long history of achievement within the high council, numbering many great heroes and commanders amongst its ranks. Like all Algoryn of the warrior castes he was raised to believe that service to his people was both his duty and his birthright.

During his schooling the esteemed rank and reputation of his family only served to increase his tutors' high expectations of him. Tar Es met and far exceeded those expectations, and by the time he was fourteen years old he could best any of his contemporaries in martial sports, physical endurance, and strength. However, for a young member of the Optimate caste such things were not extraordinary in themselves. His destiny would be as a leader of his people and to the Algoryn to be a leader means a leader in battle!

Battle came soon enough for the young Tar Es when Zyra was attacked and practically destroyed by an Isorian task force. The Algoryn resisted the invader with their legendary tenacity, but no matter how hard they fought it could never be enough. The planet's nano-shard was soon subverted by the pernicious Isorian IMTel, after which all the defenders could do was to unleash the thermal mines buried at the heart of Zyra's defences and abandon the world to its fate.

The young Tar Es distinguished himself leading a cadre of fellow students against an Isorian transmat lander. As a result the lander was destroyed, ending the immediate threat to the capital. Sufficient time was won for many thousands to escape, but tragically many more died either as a result of enemy attack or with the subsequent destruction of the planet.

Tar Es's parents were lost in the fighting, and it was only his father's direct order to abandon the planet that saved Tar Es himself – his duty to his parents obliging him to forego a heroic, but futile, death in battle.

Tar Es has since fought many wars and won many battles, and risen to become one of the Prosperate's greatest and most successful generals. During the war against the Ghar upon the frontier world of Ephra he won fame leading the 63rd Division of the Armoured Infantry, orchestrating the attack upon the capital of Ephra Set Five that succeeded in recapturing the city and finally driving the Ghar from the southern continent.

His insistence on keeping up with the advancing troops brought him into danger many times, and into actual conflict with the enemy more than once, earning him a reputation for recklessness amongst the older and more conservative members of the high council. As a result he was passed over for election to the council for many years, but his successes eventually earned him a council place and with it the command of an entire army – the 10th.

The 10th was engaged in action against the Isorians on a number of disputed worlds adjoining the Zyran gate. Whilst not part of the Prosperate or Isorian space, these uninhabited planets form a buffer zone, which, were it to fall into Isorian hands, would give the Senatex a base of operations into Prosperate space.

The Zyran Wars – as this extended conflict is known to the Algoryn – have so far kept the Isorians at bay. Although fierce fighting continues, the Algoryn have managed to keep one step ahead both in the fighting on the ground and in the battle for control of the planetary nano-spheres. In the latter case this is because these worlds are broadly uninhabited or primitive and not conducive to IMTel infiltration.

Many amongst the high council still maintain that General Tar Es is dangerously driven by his vow to avenge the death of his parents and the destruction of Zyra. However, he has many supporters who recognise in the great warlord a potential future leader of their embattled peoples.

His election to the high council now places him amongst the most senior leaders of his people, but for now he chooses to fight his battles in the war zones of the Prosperate rather than the council chamber of Algor.

ALGORYN GENERAL TAR ES JANAR

Infantry Command Unit

Points Value: 105

Limited Choice

Substitutes For: AI Command Squad

Unit: Algoryn General	Ag	Acc	Str	Res	Init	Co	Special
1 x General with reflex armour with impact cloak, vertex mace (see below), plasma pistol	5	5	5	6(7)	8	10	Command, Follow, Leader 3, Strategic Genius, Wound
0 x AI Trooper with plasma carbine, reflex armour	5	5	5	6(7)	7	8	–

Options

- Include Spotter Drone in unit @10pts
- Add up to 4 AI Troopers to unit @20pts
- Give unit plasma grenades @2pts per model

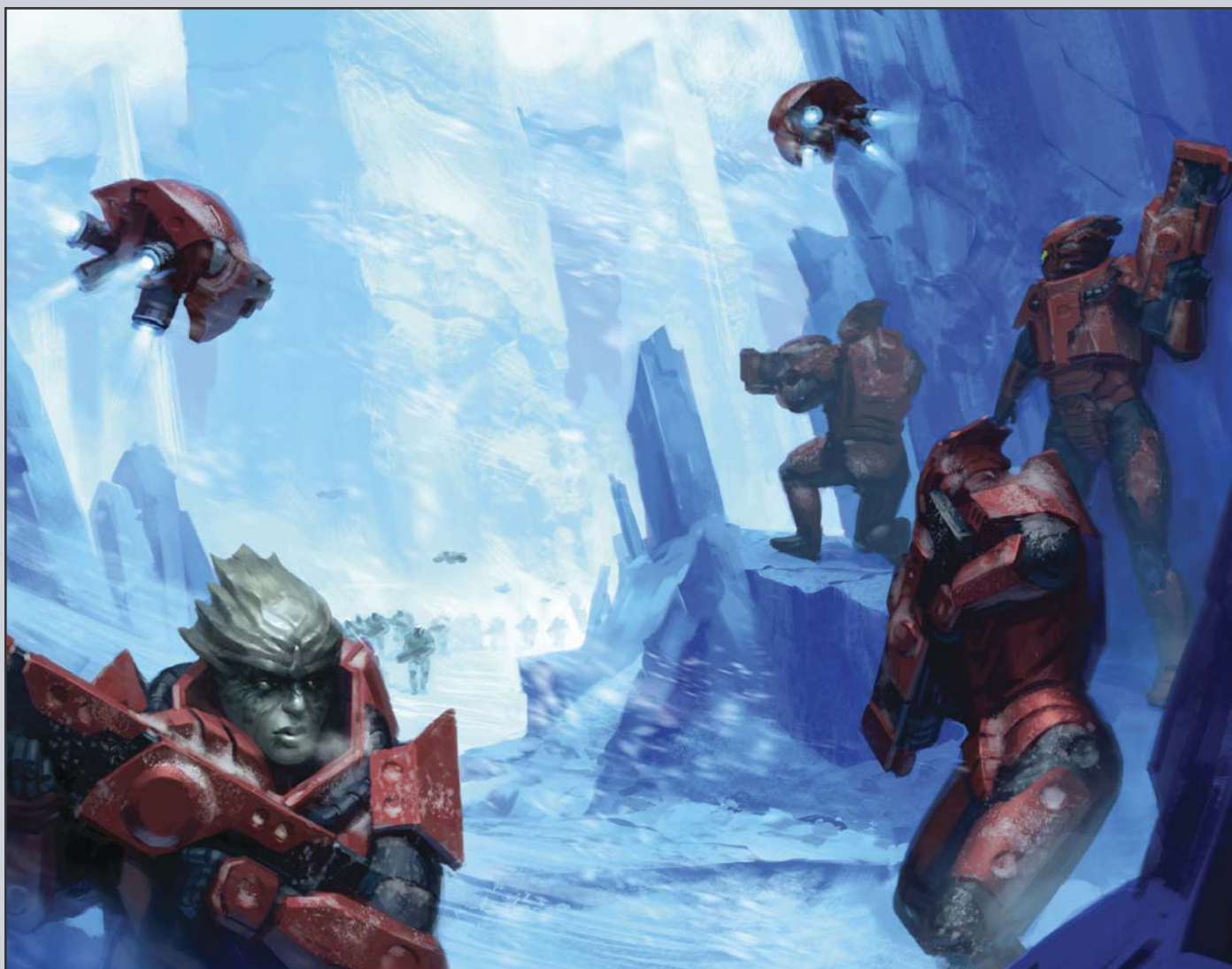
Special Rules

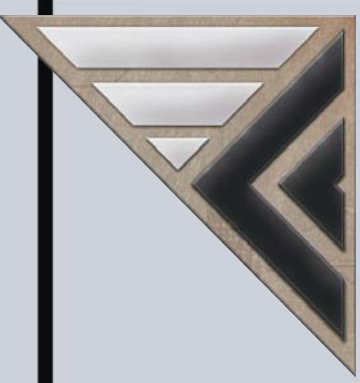
Command, Follow and **Leader 3** are all standard special rules that are described in the main body of the rules. See Special Rules for Units on page 133.

Strategic Genius. As a General of one of the Prosperate's most famous armies, Tar Es Janar is expert at placing his forces where they are needed as quickly as possible. To represent this, in games where units must test their Command to deploy onto or move on to the table, they test as if they had the same stat value as Tar Es Janar – i.e. 10. Remember that rolls of a 10 will fail anyway, so even Tar Es Janar is not infallible.

Wound. If Tar Es Janar fails a resist then, having taken any re-rolls he is entitled to, instead of falling casualty he is wounded. Once wounded if any further resist roll is failed he is removed as a casualty like anyone else. If Tar Es Janar is wounded then the unit cannot lose its last pin. It can lose other pins as normal, but the last pin cannot be removed. The unit is stuck with this pin so long as the wounded Tar Es Janar is part of the unit.

Vertex Mace. The vertex mace is both a symbol of office and a tool that gives its wielder the ability to intercept and direct nano-coms and interface directly with the combat shards of units under his command. This enables the commander to extend his Command rule to any unit on the table that has a spotter drone regardless of range.





The PanHuman Concord

The PanHuman Concord emerged following the end of the last major period of isolation that followed the collapse of the Sixth or Trisapient Age. It is not known why the Antarean nexus

suffers from periodic collapse. Its trans-dimensional tunnels are in a constant state of reconstruction and it is common for little used gateways to collapse for short periods before being reformed.

Since the first Terran diaspora the nexus has collapsed catastrophically six times. On each occasion this has initiated a dark age of isolation and regression. During these periods of collapse the only interstellar space travel possible was the slow haul at sub-light speeds to local stars. The sixth and most recent collapse came without warning, was especially long in duration and so severe it appears to have torn apart the entire nexus simultaneously.

Even today the Antarean nexus is still not entirely reconstructed as it once was. The fate of many populous and flourishing worlds of the Sixth Age remains a mystery. The search continues for many lost worlds such as Alzantha, Jarain and KayTen that were once great centres of Trisapient power.

When the nexus began to regenerate it did so sporadically over thousands of years. Worlds that were previously close neighbours often found their gateways transposed to entirely different regions on the Antarean surface. Many trans-dimensional tunnels that could once be traversed in hours now took days or even weeks of travel time to reach their destination.

Gates began to open within a few hundred years following the collapse. However, the beginning of the Seventh Age is reckoned from the re-establishment of contact with the Isori system approximately thirteen hundred years ago, and just over three thousand years after the end of the Trisapient Age. By this time a considerable portion of the network had been rebuilt, but practically none of the connected worlds had retained space flight capability or advanced societies.

During the intervening isolation many populations had simply died out. Others had declined and in most cases reverted to a low technological level or primitive state. This was the Antarean universe that the Isori reconnected to at the beginning of the Seventh Age. The Isori themselves had retained a high level of technical sophistication and even made important advances in near-light space travel as described under the Isorian Senatex.

The Isorians used their advanced technological base to reconnect the human universe and gradually a new civilisation developed: the PanHuman Concord. The Concord spread rapidly as more worlds rejoined the nexus. Its influence soon encompassed a large portion of the Antarean surface.

The spread of advanced civilisation was made more effective by the development of integrated machine intelligence or

IMTel, a method of integrating knowledge resources across whole worlds by means of a self-sustaining nanosphere. Although Isori itself, and approximately half the worlds of the PanHuman Concord would subsequently divide and form the rival Isorian Senatex, the Concord continued to expand as more worlds rejoined with Antarean space.

Today the PanHuman Concord comprises more than a quarter of all the advanced human worlds of the Antarean universe. It is comparable in extent to the Isorian Senatex with the remaining advanced worlds lying within the Determinate.

IMTEL SOCIETY

The PanHuman Concord is the most technically advanced human civilisation ever to exist, although in many respects it cannot be described as a human civilisation at all.

The Concord is a society of both human and machine sentience bound together by integrated machine intelligence or IMTel. It is in practically every respect a utopian society in which humans are free to devote their lives to chosen endeavours entirely free of compulsion, or the necessity of toil and unwanted responsibilities.

Thanks to the IMTel's integration with the human body illness is almost unknown and citizens can expect to live for two hundred and fifty years or more. Although the human physique will eventually wear out, an individual's consciousness can be replicated in a clone or machine body, conferring a kind of immortality upon those prepared to endure it.

This close level of integration between humans and machines operates through the medium of the planet's nanosphere. Nano-implants seed themselves into the bodies of every human born upon on a world, binding them into the connective consciousness of the world's machine-minds.

As a result of this connectivity the nanosphere constantly harvests data from its citizens, and collective decisions are made based upon information gathered from every human and every machine mind. There is no one source of this decision making process. Data is analysed and sifted, predictions are made, resources allocated and people and machines directed in accordance with the IMTel's collective understanding.

The IMTel is no specific machine or machines, it is not a person or body of people, it is an amalgamation of every human thought and desire and every mechanical observation and calculation.

The Concord is free of politics and social organisation in the sense that we would understand these things. Everyone contributes to decision making unconsciously. Decisions are reached collectively without troubling individuals for their consideration or input.

Humans born within IMTel societies neither have to think for themselves nor would they consider it appropriate to do so.

Such knowledge as they desire or information they require is available to them and anticipated before they are even aware of their need. To its untold billions of people the Concord is a paradise in which humans are free to pursue such challenges as appeal to them, cultivate their cultural and artistic skills, and explore the endless opportunities for understanding and pleasure that the IMTel offers. Driven by the collective desires,

needs and anxieties of its citizens, the IMTel of a world simply does what is best for everyone. Taking everything into the balance, the IMTel is unable to make mistakes. The IMTel is in every way the perfect society.

In the PanHuman Concord all are provided with the IMTel's assessment of what they require, often without them really being aware of what it is they need or want. To anyone raised

The transmat beam carried the squad into low orbit, effortlessly lowering its charges through the atmosphere to the drop trajectory.

'Four thousand yan closing,' purred the shard's reassuring voice. It was hard to believe she wasn't a she at all but just a synthesis, no more machine than human.

Drop Leader Lu Raul's eyes fixed upon the glittering array of his suit's interface as external temperature and pressure rapidly soared. He scanned the drop envelope. The squad was keeping formation in his wake as they were programmed to do. The shard would hold them steadily through the first phase of the drop. After that they were on their own.

'Two thousand two hundred yan. Drop point descending one ninety, eighty, seventy...' the disembodied voice of the shard counted down towards the moment when their envelope would be released from its control.

'Drop point reached – successful landing exceeds nine-nine quantum'. The voice of the shard was all calm and serenity. With a jolt the shard released them from its grasp.

Now the squad tumbled into free fall with Raul in lead position with the other squads in the formation following behind.

The temperature signature of Raul's amour phased to red. Without their capsules to disperse the energy generated by the descent through the atmosphere he and the rest of his squad would be incinerated in moments.

'Drop zone optimised. Trajectory projection eight-seven quantum,' the squad's combat shard whispered in his unconscious mind. Instantly

his array was a mass of projections with ground-scans criss-crossing the green of vegetation.

'AG on steer on my instruction,' he returned the whisper or perhaps he did not speak at all. Now he was part of the combat shard. His mind was its mind, inseparable from the shard itself.

Down they plunged through the atmosphere towards the rapidly approaching ground and their

target. Had they been ordinary strike troopers their descent would be committed, the suspensor envelope that protected them fixed upon its narrow trajectory. Such a descent into enemy held territory was far too risky. Concord drop troops equipped with anti-gravity chutes were able to manoeuvre as they fell, even changing their drop trajectory if necessary. They would lead the way. And Lu Raul was leading the whole formation.



within the Concord this kind of placid acceptance comes as second nature. Trust in the IMTel is absolute throughout society. No human being is better than another – nor better than machine or alien sentience for that matter.

However, whether they are aware of it or not, some humans form an elite within the IMTel because the IMTel recognises them as useful to its overall functioning or finds them especially suited to undertake specific tasks.

Conversely, there are those who – for whatever reason – lack full physiological compatibility with the nanosphere and who may not be entirely recognised by the IMTel. This latter group include some IMTel incompatible morphs such as Boromites.

Lack of complete integration does not prevent individuals interfacing with the IMTel, because every device, every machine and every other person they interact with serves to connect them mechanically. In this respect they are no different from anyone else, whose conscious relationship with the IMTel comes via devices, drones and other kinds of interface.

However, there are some whose relationship with the IMTel is especially close because their minds have evolved to work consciously with the nanosphere. They are the panhuman morphs called NuHumans or NuHu. Whilst other humans are unconsciously part of the IMTel the NuHu are intensely

aware of its presence. It is a constant companion to them, an infinity of accompanying voices, something that is as much a part of them as their heart beat or the blood pulsing through their veins.

Born and growing up within the nanosphere of a world means that NuHu are dependant upon the IMTel to a degree far in excess of other humans. Separation from it reduces a NuHu to a cataleptic state from which few ever recover.

Because of their close association with the IMTel NuHu are able to make conscious use of the nanosphere, drawing upon the energy of nanospore to manipulate objects, activate machines, or uncover the thoughts of those around them. The IMTel recognises NuHu as part of itself, as useful agents able to undertake specific tasks that require human assessment and action.

NuHu who have proven especially effective within the IMTel are often directed to serve its ends time and time again. They become fully agents of the IMTel and an elite within an elite of human society. Their integration is almost total and whether they are entirely human at all is a matter of doubt.

The NuHu are simultaneously the masters and slaves of the IMTel; individuals, but also a tiny fragment of a collective sentience; living creatures, and yet dependent upon the IMTel to survive. These extremely powerful NuHu are the Mandarins of the Concord, the human expression of the IMTel and as much part of it as any machine.

THE CONCORD AND THE WIDER UNIVERSE

As with all aspects of the PanHuman Concord, its relationships with other civilisations are determined by the IMTel. Concord spacecraft carry their own individual nanosphere, and when that craft contacts other craft or other worlds that have their own nanosphere the different nanospores mingle.

Data is transferred and information updated, and in this way the IMTel of individual nanospheres interface together and cojoin. Over the millions of worlds in the Concord this interfacing takes place as ships travel between worlds. This means that not every world's IMTel is identical at any one time, because every world is in a process of generating data and then sharing it.

This sharing can only take place as spacecraft and their crews and cargos move from world to world. The individual nanosphere of a world, spacecraft or any isolated body is referred to as a *shard*, and shards can be thought of as hierarchies with smaller shards sharing informing with larger ones, and so on all the way up to the PanHuman Concord as the biggest shard of all.

The PanHuman Concord is really a collective of individual IMTels maintained in this way across millions of worlds. The Concord itself is not deliberately expansive, it does not intentionally seek to subvert or colonise new worlds, but the very nature of Concord nanospore means they will always attempt to form a unified nanosphere.

The more advanced another society is, and the more it is dependant upon its own nano-based technologies, the more easily it is absorbed into the PanHuman Concord.

This is what the millions of worlds of the Determinate





most fear. For this reason they build steriliser barriers around their planets and station armed fleets around their system gates.

Worlds can protect themselves against Concord nanospore by not allowing their technology to interface with it, but the Concord technology enjoys the advantage of total integration, allowing it to overcome resistance given time.

The surest defence against contamination comes in the form of nanites called *nanophages* designed to identify and destroy unrecognised intruder nanospore. Ultimately, if sufficient Concord nanospore can be generated to become a self-sustaining shard, they will inevitably overcome any planetary defence and form a nanosphere, after which the world effectively becomes part of the PanHuman Concord.

When we consider how the PanHuman Concord explores space, trades with other civilisations, and wages war, it is important to remember that these things are all undertaken by the IMTel. The IMTel acts in the Concord's overall best interests, which is to say in the interest of everyone within it.

To serve those interests the IMTel is constantly exploring Antarean space to gather data about potential threats and opportunities. Based on data collected in this way armed forces may be dispatched to occupy planets, destroy potential threats, gather further information or seek cooperative relationship with other worlds.

The Concord always deploys its resources in the most effective way to meet its needs, and might therefore ignore some worlds entirely whilst exploring, invading or even destroying others. There may even be the opportunity for diplomacy of sorts with other civilisations. This is one of the fields where the IMTel makes direct use of its NuHu elements, recognising the necessity for a 'human touch' in dealings beyond its borders.

The worlds of the Determinate have good reason to fear the PanHuman Concord. The IMTel itself is devoid of ambition and malice. It is also intolerant and pitiless. Contact with the Concord brings its own risks. Although Concord technology is highly prized it is safest to acquire it through intermediaries such as the Freeborn.

The air split with a darkness that was tangible, throwing the squad to the left and right. The troopers' hyper-light shields squealed and spat violet as plasma debris flew from their armour and spattered over the mutilated ground.

Kai Lek's combat interface crackled incoherently. His helmet's visual array flashed with fizzing colour before it collapsed with a pop leaving his visor blind.

'Squad leader Kai Lek emergency shard reconnect,' he snapped. The sound of his voice – his real voice – was much too loud within the confines of his battle suit.

There was no response. The squad's shard had collapsed. In the event of a collapse the nanosphere should immediately widen the shard to neighbouring units. But there was only silence. Was he trapped in a deactivated suit, blind, deaf and insensible to the battle raging about him?

With a whoosh of air the suit's manual override snapped on, releasing the armour's seals and auto-stacking Kai's defunct visor array into the recess that formed the brim of his helmet.

What he saw was unlike anything he had experienced even in the most desperate battles against the Vorl. Gigantic fighting machines strode clumsily across the broken landscape. Clanking monsters with three legs and arms that swelled into weapons that dripped plasma.

'Squad leader... my suit's down... non-con!' It was Sulyn Ran. At least she was alive.

'Same here,' the trooper was covered head to toe in the filth thrown up by

the explosion but the blazing orange eyes could only belong to Garn Saza.

'It's not just us.' Kai Lek gulped down the tainted and unfiltered air. He hoped it wasn't toxic. There was no way of knowing. 'It's the whole hierarchy – all the way to the top shard.'

As he spoke Kai Lek gestured to the chaos of the battlefield.

Everywhere the ground was littered with combat drones that had simply stopped and fallen to the ground. The squad's own inert spotter drone lay tumbled into a crater. Through the smoke and battle din it was possible to make out other squads, visors raised or helmets removed, as seemingly bewildered as they themselves.



Concord explorers who reach Determinate worlds are destroyed utterly if possible. Every space faring world keeps a close guard over its gate to ensure that data probes never make it back to the Concord. Better to destroy a world entirely than allow its shard to become subverted and the secrets of a whole race or federation to become part of the Concord IMTel.

To the free thinking peoples of the Determinate the PanHuman Concord is all too easily imagined to be a monstrous all-consuming power whose citizens are slaves to inhuman machine intelligence. That the intelligence in question seeks only to

nurture and protect the countless individuals that comprise it is of little comfort to those who value their own distinct cultural values and traditions, as illogical, irrational and inefficient as such values might be.

Because the Isorian Senatex and PanHuman Concord share a common origin they are practically identical societies in many respects. However, their respective IMTel has developed a root incompatibility that means nanospore can no longer interface, each recognising the other as inimical. The result is an irreconcilable struggle between the two most advanced

societies of Antarean space. Whenever they meet each of them attempts to cojoin with the other and share data because that is how IMTel societies function. Each IMTel perceives the other to be an attack upon itself and is spurred to its own defence. Whilst it is possible to imagine these warring societies as bitter enemies, the truth is that they are simply incompatible in terms of their IMTel. They are locked into a cycle of data assessment and self-protection from which neither can escape, forcing them into opposition without any clear objective other than preservation. As a result there is no peaceful contact between the Concord and Isorian except through the medium of the Freeborn.

THE CONCORD MILITARY

The Concord armed forces are the most sophisticated and most powerful in all of Antarean space, rivalled only by those of the Isorian Senatex and the Vorl Synthesis. Its operations are directed by a shard within the IMTel known as the Concord Combined Command or C3 for short. C3 not only sends troops to where they are needed, but also recruits, trains and equips military formations from vast spacecraft to humble strike troopers. Because military formations risk contamination of their nanospore from other advanced societies – in particular the Isorians – the C3 is to some extent isolated from the rest of the IMTel. It interacts with the IMTel through a series of intermediary security shards that filter information and redact data that might infect the IMTel itself.

In turn the C3 creates its own subordinate shards to form independently functioning task forces. These factors give the C3 something of the quality of an independent and distinct organisation, setting it apart from Concord society and the IMTel as a whole. This is – of course – a deliberate policy of the IMTel formulated in the best interests of everyone concerned. Isolation of C3 within the IMTel means that ordinary citizens of the Concord are spared the unsettling experience of sharing the horrors of war endured by its armed forces.

Recruitment into the C3 takes place much like all other allocations of resources within the Concord. The IMTel recognises the need to build its formations and selects from its citizen body those who are most certain to benefit from military service and whose service would most likely benefit society as a whole. Being citizens of the Concord and accustomed to having decisions made for them, new recruits are invariably only too pleased to know that the IMTel is acting in their best interests.

None object and it would be rare for anyone to even wonder why they have been selected. After all, everyone knows the IMTel does not make mistakes. It is only once they are safely within the shard of the C3 that citizens become soldiers. Suddenly, the comfortable certainties of life in the Concord are behind them and they are forced to think for themselves. The reason why the C3 forms its own distinct shard becomes obvious very quickly after that!

Concord forces are highly advanced and concord units form interconnected shards fed by spotter drones and sophisticated combat interfaces. Many of the roles undertaken by human troopers in other armies are performed by drones in Concord forces. These come in all shapes and sizes from small 'buddy' drones that accompany troops in battle to vast heavy combat drones bristling with weapons and protected by their own array of smaller drones

carrying forcefields or acting as spotters. Troopers are protected by extremely effective hyper-light armours and armed with plasma carbines capable of variable fire modes. Man for man there are few enemies that are their equal. Support drones provide them with a powerful mobile arsenal capable of facing the most heavily armoured enemies.

The NuHu – a contraction of New Human – are physically unusual morphs, extremely tall, long-limbed, with bodies that are slight or even frail. However, it is their considerable mental abilities that make them distinct from other humans. NuHu are extremely intelligent, rapid thinkers who possess powers of recall that are practically infallible.

This alone makes them formidable individuals, but what really sets them apart is their capacity to interact with nano-based technology. Whilst other humans must rely upon interfaces or implanted devices to interact with the many machine intelligences of advanced societies, the NuHu can do so with their minds alone.

This power is seated deep within a part of the brain that is sensitive to electro-magnetic radiation and which forms a bond with the tiny nanites that saturate the worlds of human space. In this way NuHu are born and grow up immersed in an environment that is part of the nanosphere.

To them it is entirely normal to live cojoined lives with the IMTel (Integrated Machine Intelligence) that controls all aspects of advanced human societies. They are at the same time the masters of this technology and expressions of it, living creatures that are also part of a greater machine mind. Scarce wonder that to many ordinary humans they often appear to be living machines, cold and inhuman.

NuHu elites are often placed in charge of missions of exploration or retrieval – especially where new or alien technologies are involved. A typical force would include only a handful of NuHu amongst many troopers, sometimes even just one, but their role is a vital one and their powers considerable.

Although physically weak, their ability to manipulate nanospore fields endows them with powers that are both tangible and formidable. For this reason they are usually accompanied by floating nano drones, which exude a cloud of nanites and enable the NuHu to draw and project energy to form protective fields, powerful kinetic bolts, or manipulative forces capable of carrying or hurling great weights.

Their ability to penetrate the nanite-based communications systems of their opponents is also a considerable asset. When opposing NuHu compete for control of a local shard it is a battle of minds that in most cases only one will survive – for isolation from the shard is practically a death sentence to a NuHu. This alone makes such missions deeply dangerous.

ANTAREAN CHARACTER: COMMANDER KAMRANA JOSEN



Kamrana Josen gives us another of our Antarean characters. In his case we have modelled him during the incident on Aan Four, with bandoliers of grenades and HL armour with jury-rigged boosters. These have been included as options in the entry given below, so players can make use of the model and other special rules without committing themselves to Josen style heroics! As is the usual routine with our characters provision is made for including them as substitute units within the army lists for those who wish to do so.

Even in his youth Kamrana Josen had never been one to enjoy the easy life of the PanHuman Concord, seeking out every physical challenge possible upon his native planet from mountaineering to speleology. It came as no surprise to those who knew him that he was commissioned into the C3 exploration service, a role to which his restless spirit no doubt suited him perfectly.

Over the following years Josen took part in the armed mission to Tars Urgan. He was quickly promoted to squad leader before the De'el campaign where he was involved in some of the fiercest fighting in the Storok volcanic belt. Afterwards he fought on the asteroid colonies of Ulk'ka G'neka and received further promotion to company commander.

When the Vorl broke the seal of Aan Four in the Seventh Segment War, Josen was selected as one of the first Concord commanders to lead troops into the old Aan Shard since it was plunged into thermo-plasmic chaos five centuries earlier. Josen's company was in the first wave to make planetfall.

He decided to bring his lander darkside on Aan Four's western continent to avoid contact with Vorl patrols. It was an unlucky choice because only hours before the Vorl had managed to repopulate the planet's sensors using remnant nanospore.

A heavily armed Vorl infiltrator unit intercepted Commander Josen's company. Casualties began to mount. Before the first shot had been fired the Vorl threw a local suppression-shield around the area, making it impossible to get a message to the other Concord troops in the east.

Josen's company found itself pinned down by Vorl troops dug-in to the surrounding hills. As explosions hammered into the rocky gully where they had taken refuge, Josen ordered his tech-support team to rig an overpowered hyper-light shield small enough for him to carry.

With the shield jury-rigged to his battle armour, four dispensers of plasma micro-grenades, and his plasma carbine in his left hand, he launched himself at the nearest Vorl combat group. Shots ricocheted from his armoured shield, the over-powered shielding loading him down with huge stresses, but soon he reached the terrified Vorl. He hurled an entire bandolier of plasma grenades into the dugout where they were cringing, vaporising the entire squad and blasting a crater into the ground.

The blast of his own grenades had blown out Josen's blackout visor, but this did not deter him from advancing upon the second Vorl position. Despite suffering wounds to his legs Josen staggered towards the target, and once again

a bandolier of plasma grenades soon eliminated the enemy position. He was badly burned from the blast and – thanks to the malfunctioning visor – practically blinded.

Whilst his troops could only watch in amazement, Josen limped towards the final Vorl position, where the alien engineer with the suppression shield generator cowered beside the Vorl Commander. With his battle armour's sensors tuned to the acrid scent of the transgenic Vorl, Josen staggered into a hail of fire, relying upon his hyper-light shield to deflect most of the shots as he came with range with his final bandolier of grenades.

Having seen what had already happened to their friends, most of the Vorl threw down their weapons and ran for it. The plasma grenades soon reduced the shield generator to molten metal and the Vorl Commander to a bubbling smear of gelatinous goo, also melting off Josen's right hand in the blast.

When his troops found him, half buried in the crater blasted into the ground by his own grenades, they discovered that Josen's armour had been penetrated twenty seven times.

The Commander had lost his hand and suffered serious injuries to his legs and spine. He had also been blinded. With the local suppression shield knocked out the company was able to bring in reinforcements, and Josen was stabilised by a medi-drone and evacuated off-planet.

He would spend the next three months of a six-month regeneration programme in a bio- tank, preferring to return to the fighting half-healed rather than miss out on further action.

Following the action on Aan Four Josen rose through the ranks of the Concord Combined Command. It was by pure chance that his Strike Formation found itself traversing a region of neutral space on an exploratory mission towards the Isorian borders. It was an important assignment, and the force assembled to undertake it was small but potent. The fact that Josen, one of the Concord's most experienced commanders, had been chosen to lead the expedition was a sure sign that the IMTel predicted trouble!

It was all the more surprising, therefore, when the Strike Formation was diverted from its route and redirected to a gate that lay far away in the Determinate. The world was nearly half the circumference of Antares from their original destination. Nor was the C3 intelligence shard exactly forthcoming about the sudden change in orders. Josen was perplexed. Of course, the IMTel didn't make mistakes. Whatever it was this about this world of Xilos it must be pretty big!

COMMANDER KAMRANA JOSEN

Infantry Command Unit

Points Value: 116

Limited Choice

Substitutes For: C3 Strike Command Squad

Unit: Concord C3 Commander	Ag	Acc	Str	Res	Init	Co	Special
1 x Strike Commander with plasma carbine, HL armour	5	6	6	5(7)	9	9	Command, Follow, Hero, Leader 3, Wound 3, Unstoppable
0 x Strike Trooper with plasma carbine, HL armour	5	6	5	5(7)	7	8	—

Options

- Include Spotter Drone in unit @10 pts
- Give unit plasma grenades @2pts per model
- Give Commander Jury-rigged HL Booster @10pts adding +1 to Res
- Add up to 4 Strike Troopers to unit @22pts each
- OR Give Commander grenade bandoliers @10pts

Special Rules

Command, Follow and Leader 3 are all standard special rules that are described in the main body of the rules. See Special Rules for Units page 133.

Wound 3. If Commander Josen fails a resist, having taken any re-rolls he is entitled to, then instead of falling casualty he is wounded. Josen can be wounded up to 3 times in this way. Once he has suffered 3 wounds if he fails any further Res test he is removed as a casualty like any other individual. If Josen is wounded then the unit cannot lose pins it has equal to the number of wounds, so if Josen has 1 wound the unit cannot lose its last pin, if he has 2 wounds it cannot lose its last 2 pins, if 3 wounds it is stuck with 3 pins. The unit can lose other pins as normal, but can't reduce its pins to less than the number of wounds inflicted on Josen whilst he is still alive. If Josen himself is killed this restriction will cease to apply.

Unstoppable. If the unit fails a break test and would otherwise be destroyed then all the rest of the unit is removed as a casualty and Josen fights on alone. However, if a 10 is rolled for the test, or the unit has accumulated pins equal to its command stat value (9) even Josen is overwhelmed and falls casualty.

Jury-rigged HL Booster. The booster adds a further +1 to all the Commander's hyper-light armour resist bonuses, but at the cost of creating a significant mass sink effect. To represent this if Josen makes a successful Res check on a score that would have been a fail without the booster, then his unit suffers an additional pin. Remember that HL armours have varying bonuses depending upon range and type of attack – the value shown on the stat line is that for shooting at range.

Grenade bandoliers. See separate entry below. Commander Josen has armed himself with entire bandoliers of grenade magazines turning him into a walking arsenal. Note that compared to a standard plasma grenade the strike value is doubled to 2, whilst each hit now produces a blast of D4 hits. However, in hand-to-hand fighting the weapon counts as hazardous which means that any Strength rolls of 10 to score hits not only miss the enemy but also instead score hits on the unit using the grenades.

Type of Weapon	Effective Range	Long Range	Extreme Range	Strike Value	Special
Plasma Grenade Bandolier	5	None	None	2	Blast D4, Hazardous H2H



Ghar about to get a very unpleasant surprise.



ANTAREAN CHARACTER: STRIKE LEADER KAI LEK ATASTRIN

Kai Lek Atastrin is a member of one of the few Concord Combined Command formations to have experience of fighting amongst the ruins of Builder settlements.



He was part of an expedition onto the world of Dama Tu, which lay in the Aan Segment in a region little explored since the beginning of the Seventh Age. The planet was known to have a small Builder base. The Concord mission transported to the surface close to what appeared to be a subterranean complex.

Kai Lek's squad was just one of these that found itself searching the ruins when they were ambushed by a force of Vorl. Even the IMTel had failed to detect the presence of the Vorl, and the Concord force was rapidly overcome. Kai Lek led his squad out from the ruins into the open from where they were transported back to their ship.

They were one of very few survivors, and none doubted that it was only Kai Lek's extraordinary bravery and steely determination that ensured his entire squad made it back alive. Kai Lek himself was wounded numerous times during the retreat from the tunnels, but he still managed to drag a badly injured comrade from the claws of the Vorl and fight his way through an enemy blocking force to escape their chitinous clutches.

STRIKE LEADER KAI LEK ATASTRIN

Infantry Unit Leader

Points Value: +21 pts to unit

Limited Choice

Substitutes For: C3 Strike Leader in Strike Squad

Unit: Strike Squad Leader	Ag	Acc	Str	Res	Init	Co	Special
1 x Strike Leader: plasma carbine, X-Sling, HL armour.	5	5	5	6(8)	7	9	Leader 3, One for All, Wound

Options

- Standard for unit

Special Rules

Leader 3 is the standard special rule described in the main body of the rules. See Special Rules for Units, page 133.

One for All. Instead of allocating hits in the normal way allocate hits on the unit as follows. Lucky hits are allocated by the opposing player first as normal. The next hit must be allocated to Kai Lek if he is a viable target, and any further hits can be allocated to Kai Lek if the player wishes. Any hits allocated to the rest of the squad must be allocated evenly as usual, but any number of hits can be allocated to Kai Lek and he is always the first to take a second, third and so on.

Wound. If Kai Lek fails a resist test then, having taken any re-rolls he is entitled to, instead of falling casualty he is wounded. Once wounded if any further resist roll is failed he is removed as a casualty like anyone else. If Kai Lek is wounded then the unit cannot lose its last pin. It can lose other pins as normal, but the last pin cannot be removed. The unit is stuck with this pin so long as the wounded Kai Lek is part of the unit.

The towers soared above the jungle, thrusting skyward like ascending starcraft, vast and forbidding even in ruin. No one knew what race had built the towers nor for what purpose they were raised. Despite the best efforts of the Concord's exploration teams the multi-layered maze of buildings and tangled passageways beneath remained unfathomed.

'Spotters forward five yan scout orange.' The squad leader spoke softly and the squad's two spotter drones glided silently ahead at his command. Kai Lek Atastrin motioned for the rest of the squad to wait. The drones' eyes would do the work for now, checking the passages and rooms that lay in their path. The mechanical clicks that recorded the machines' progress played out into Kai's combat shard interface. The full spectrum of the drones' cameras relayed their ghostly images onto his visor's screen. Seeing what they saw. Sensing everything their mechanical senses were able to discover.

At Kai's signal the squad hoisted their plasma carbines and followed their leader beneath the first archway. The walls, sheer and dark, rough-hewn from stone that glittered with embedded mica, rose over and enclosed them. As the drones explored the ruin, a map began to unfold in the unit's combat shard. Kai watched as little pulses of light advanced across his visor's screen, each member of the squad a green dot, the two drones yellow in the distance. He felt a keen responsibility for those tiny green dots. This was their first taste of fighting outside the simulators. He had not lost a trooper in three years of fighting. He was not about to start now.

The blast threw Kai to the ground. Chunks of stone bounded from his armour with a shriek of coruscating violet. The shock of impact was barely dispersed by the suit's hyperlight shield. For a split second Kai's connection with the unit's combat shard blurred into a disorienting multi-coloured haze. The squad leader's audio link crackled and spat with the gasps and cries of his four charges.

Kai's vision cleared a little as his suit's sensor arrays adjusted to the dust. Spent plasma splinters embedded in the walls and

roof cast a dying light over the rubble-strewn chamber. 'Status,' he barely framed the word. The machinery that melded him to the rest of the squad was sensitive to the slightest thought.

'Red... *click*... nine-nine... *click*... going to ground...' A single yellow dot remained on the screen. The explosion had no doubt blasted the other drone apart. To Kai's relief five green lights flickered rapidly. All alive at any rate! Now angry red dots appeared on the edge of the interface's map. Three dots. Four. Five. More. Every red dot was converging towards the squad's position. Fast.

'Squad enemy twenty two yan closing formation point defence,' he gave the command. Instantly each trooper's visor projected an overlay of target points. The squad had trained for situations like this. Through the interface of the combat shard Kai could sense the racing heartbeats of his troopers, feel the adrenalin coursing through their bodies, even taste something of their fear.

'Fire on my mark!' he spoke out loud. His voice was unwavering and confident. It was as if this was nothing more than a training simulation and the enemies mere holographic imagoes.

'Fire!' Iridescent blasts of intersecting plasma tore through the doorway, casting the target into a stark and hideous silhouette. A scream echoed in Kai's monitor – the cry of a woman – it was Sulyn Ran one of the squad's two female troopers. The alien creature exploded into pieces only to be shoved aside by the next monster. The alien's own weapon spoke briefly until it too tumbled to the ground, neatly dissected by a plasma bolt. Undeterred by the fate of their comrades, more of their kind pressed into the narrow space, seemingly oblivious to the certain fate that awaited them in that confined space.

'Vorl,' gasped Sulyn over the interface, '... those *things* are Vorl!'



Strike Leader Kai Lek Atastrin in the thick of the fighting as battle erupts on Xilos.



The Freeborn

The Freeborn are the greatest merchants and travellers of Antarean space.

Their vast mercantile fleets carry goods, services, technology and people from one world to another. Although the PanHuman Concord, Isorian Senatex and many of the worlds of the Determinate have space fleets of their own, there are countless human worlds that depend entirely upon the services of the Freeborn. Even the Concord and Isorians rely upon the Freeborn in their dealings with other human worlds and with each other. The Freeborn are neutral intermediaries able to travel between rival human and alien worlds where others cannot.

The fleets of the Freeborn are their homes comprising hundreds or thousands of smaller craft as well as immense ships each teeming with billions of people. These larger ships are usually stationed secretly within star systems that are otherwise hidden amongst the countless unexplored and uninhabited parts of Antarean space. The Freeborn control many Antarean gates in this way. Some of these gates take them to worlds rich in resources or human cargoes, controlled and exploited by the Freeborn and often garrisoned to protect their interests against rivals. Freeborn are very secretive about the gates they control or that they have discovered, so it is impossible to say exactly how many worlds the Freeborn possess. Often these are uninhabited planets, useful only as

warehouses and staging posts, whilst others are primitive worlds whose human populations are technically backward and easily exploited by the Freeborn themselves.

All together the Freeborn are a powerful force within Antarean space, controlling vast and potent fleets, immense numbers of troops and resources it is impossible to calculate. Because of their trading contacts with the PanHuman Concord and Isorian Senatex they are as equally advanced as those two great IMTel societies. Thanks to their gigantic replicating craft and numerous trading connections they have access to as many weapons as they need. However, the Freeborn are not a single people motivated by a united purpose, but hundreds of independent fleets together with smaller fleets in untold number. Each fleet forms its own distinct and rival community called a *vardos*, often referred to by other Antareans as a Freeborn House. Hence the people as a whole call themselves the *vardosi* or *vardari*, roughly analogous to the *houses* or the *housefolk*. In most of Antarean space they are called simply Freeborn.

A *vardos* is an entire travelling race whose people are born, live and often die without ever setting foot on a planet. The wealth of every Freeborn House lies in its myriad connections and trade routes. These are jealously maintained and often fought over between different *vardos*. The chief motivation and business of every *vardos* is to serve and protect its own



Vardanari – the toughest troops in the entire vardo.

trading empire, expand its size where possible, and to prevent its rivals doing the same. The Houses of the Freeborn have emerged during the Seventh Age and have grown considerably in power since the rift between the PanHuman Concord and Isorians. Wars between rival vardos have enabled some to expand and become even more powerful, whilst others have been reduced to the status of vassals, driven to the outer regions of Antarean space, or in some cases destroyed without trace.

FREEBORN SOCIETY

From the very highest to the most lowly of all, the Freeborn are governed by their family relationships, duties, obligations and highly-developed sense of honour. The people of a vardos are its varda, a term which identifies them as belonging to a particular Freeborn House or – more exactly – to each other. For example the people of House Oszon belong to the varda oszoni. A varda comprises numerous extended families or clans called domas. Within every domas there are influential and powerful families and the head of the most powerful of all is called the Doma – a kind of clan leader. The richest and greatest amongst these Doma make up an upper echelon or aristocracy from which is selected the ruler of the entire vardos - the Vard.

Amongst other human societies the Vard is often called the Lord of the Freeborn House, although the term itself has wider connotations of responsibility and duty that are unique to the Freeborn. In theory a Vard is chosen by the mutual consent of the many Doma acting on behalf and in consultation with the entire domas. In practice the position is usually handed down to a preferred successor. In many vardos the position is effectively hereditary. Rivalries between aspirant domas and ambitious families often create problems over succession, sometimes leading to civil strife within a vardos and – on occasions – even resulting in its ruin and destruction. The political lives of the leading Doma consist of carefully orchestrated intrigues and behind-the-scenes agreements, sometimes even violence and assassination, with important alliances usually cemented by means of arranged marriages and the exchange of substantial dowries.

The Freeborn domas provide the crews for its many ships, its captains, explorers and the basis for its military. Within the ranks of the Freeborn it is entirely possible to work one's way from humble ships crew to the captain of a ship and person of great wealth and standing. Where there are cargos to carry or plunder to be won, there is the opportunity to acquire riches and the influence and power that go with it. In this sense the society of the Freeborn is a very human one, and although it benefits from highly advanced technologies it falls far short of the kind of machine integration that characterises the PanHuman Concord and Isorian Senatex. Conversely it is a society where family pride and honour can be overwhelmingly decisive factors that drive vardos into conflict or cause them to take actions without complete understanding of the consequences. This is the antithesis of the cautious, data-driven societies of the IMTel. The most obvious consequence of this is that a vardos can respond quickly, its Vard can make decisions intuitively. To the citizens of the PanHuman Concord the Freeborn are often perceived to be rash, adventurous and carefree of personal danger.

The majority of Freeborn are ordinary humans, but amongst them are a few morphs and no few of mixed ancestry.

According to ancient tradition, those born within the precinct of a vardos become part of its varda regardless of the origin of their parents. Those born to outsiders are adopted into one of the domas. This age-old tradition means that there are humans of diverse origin amongst the Freeborn and, truth be told, the occasional alien. There are even NuHu within the vardos, although their dependence upon a nanosphere means that they are accompanied by nanodrones and must interface with others of their kind occasionally to avoid mental breakdown. Amongst them are outsider NuHu who fled the PanHuman Concord following the Aan Shard schism five hundred years ago. Many NuHu sought refuge amongst the Freeborn, but even the Freeborn – mindful of their trading relationship with the PanHuman Concord proved reluctant to shelter the Mandarins of Aan. None the less there are those willing to hide NuHu renegades and make use of their powers for their own ends. Surviving renegades have come to positions of considerable influence within the most powerful vardos.

FREEBORN TECHNOLOGY

The Freeborn make use of all the technologies common to Antarean space. Indeed, technological know-how is one of the most valuable of all the many things they trade. Often Freeborn explorers are the first to discover and make use of new alien technology. What they do not make themselves they acquire by trade, and when it comes to weaponry they are adept at recovering equipment that has been lost or abandoned in some Antarean warzone. Freeborn are not above blatant piracy if they can get away with it. Thanks to the bold handling of their well-armed ships they often do!

The dangers of engaging in commerce with IMTel societies are something the Freeborn are very much aware of. For this reason the nanospore that supports their society is arranged into a profusion of mutually incompatible and heavily encrypted hierarchical shards. This provides a level of internal security that allows corrupted nanospore to be eradicated and replaced, a process that goes on constantly in every Freeborn craft. However, the IMTel of the Concord and Isorians is so effective their nanospore would overcome such defences given time. For primary protection the Freeborn rely upon effective steriliser barriers that destroy all nanospore during transmat transfer. This means that technology taken from the PanHuman Concord or Isorian Senatex must be repopulated with passive or neutral nanospore, a process known as *resharding*. Resharded equipment lacks some of the efficiency of the original, but becomes suitable for use within any nano-based society without the risk of contamination.

THE FREEBORN MILITARY

Every Freeborn craft is potentially a fighting vessel, so armed bands of Freeborn may be found serving on board ships, undertaking exploratory missions, or acting as garrisons or guards on any of the planets controlled by the Freeborn. When a Freeborn Vard has need of military forces he calls upon a general levy of domas. This levy of household troops is called the domari. Troopers are often equipped at their own expense, or that of their family, so the appearance and quality of their armour, clothing and weaponry can vary. Clothing is characteristically styled to be loose and flowing – a fashion that is universally favoured amongst the Freeborn. The majority of troopers carry mag-type weapons because they are practical

The flick screen evaporated with a crackle of static as the speeder came to rest upon its suspensors. Yu Hamnu started at the noise: she was accustomed to technology that was both obedient and silent. A blast of air rushed into the void left by the collapsed screen, hot and heavy with the acrid smell of actinic fire. If the speeder's rider was aware of these terrifying sounds and smells he showed no sign it. Hansa rose effortlessly from the pilot cell, swinging his long legs over the slender frame and standing squarely upon the runway.

'Is it supposed to make that noise,' she asked as he offered a steadying hand. The speeder hovered one step above the ground, buoyed upon its suspensors.

'What noise would that be, your excellency?' grinned the rider as he took a slender hand and guided her from the passenger pillion. She sensed the unyielding strength in his arms and felt a pang of outrage. The impertinence of this fellow, even to touch her hand so, the hand of an Ambassador of the Panhuman Concord. None the less, she was grateful for his strength, and reassured by his confidence and courage. It was a strange and contradictory feeling. And Yu Hamnu was not used to contradiction. That too was bewildering.

and durable, requiring little by way of complicated maintenance. Domari troops make up the majority of the Freeborn fighting forces.

The richest and most powerful Freeborn families employ professional guards called vardanari. Vardanari units are lavishly equipped and uniformed at great expense, an expression of the grandeur and status of the family they serve. As well as being elite troops vardanari are trusted attendants and advisors. Officers are often younger relatives of those they protect, and who will one day rise to positions of power and influence within the vardos. Unfortunately, rivalry between the most powerful families means that armed guards are a necessity of life, even in public and amongst allies and friends.

The military forces of the Freeborn are not just there to fight the vardos' wars, protect its interests and explore the vast unmapped realm of Antarean space. They are also a valuable resource for hire; for the Freeborn are the chief suppliers of mercenary fighters throughout Antarean space. Demand for mercenary armies is greatest amongst the rival worlds of the Determinate. However, even the Concord C3 and Isorian Senatex has been known to call upon the services of Freeborn mercenaries. Because the demand for hired troops is so great, most large vardos actively recruit, train and arm mercenary forces from amongst the primitive or underdeveloped worlds that they control. These so-called *feral* troops are equipped by the vardos often using the most basic or cheapest equipment. The capability of these fighters varies a great deal. Some are bloodthirsty savages, brave but difficult to control, whilst others from more advanced societies may be indistinguishable from domari. Primitives and degenerates are sometimes given soma grafts to make them more controllable in combat – a process undertaken by renegade NuHu and regarded as barbaric by many vardari.

HOUSE OSZON

Amongst the many thousands of Freeborn Houses we will make special mention of House Oszon – the varda oszoni. This is not because House Oszon is the biggest or most powerful. It certainly ranks as one of the Great Houses of the Freeborn, but the same could be said for dozens more, and overall the oszoni are merely typical of the larger, more successful and ambitious vardos. However, it is the oszoni who impinge directly upon events that are unfolding within Antarean space and who therefore concern us in particular.

House Oszon has expanded its trade routes and influence over the last hundred years. Several smaller vardos plying neighbouring star systems have sought the protection of the oszoni and together these vardos form the Oszoni Mercantile League. In theory this is an alliance between sovereign Vards. In practice House Oszon dominates the League and its members are little more than vassals operating in the shadow of their larger and more powerful neighbour.

The Vard of House Oszon is Bero Harran. Vard Bero has ruled over his varda for almost a century and is still – in Antarean terms – relatively young. Under his guidance the oszoni have done well, fighting several successful wars against rival Houses and coming to dominate the Algoryn trade routes. The longest and most testing of these conflicts was fought against the rival House Ky'am, itself the dominant vardos in a loose collective called the Ky'am Freetraders. Ky'am and Oszon had been engaged in a bitter feud for centuries ever since the Ky'amak reneged on an arranged marriage of their Vard's daughter and the heir to House Oszon (and the current Vard's great grandfather). Where matters of family honour are concerned the Freeborn are generally implacable, and the two Houses had been enemies ever since. Vard Bero eventually resolved the dispute by defeating the Ky'amak and driving their sorry remnants into the wastelands of Antarean space, satisfying both family honour and that of the entire varda.

Following the defeat of Ky'am House Oszon entered into the Oszon-Algoryn trade treaty giving them an effective monopoly on trade to and from the Algoryn Prosperate. Oszoni investments in the Prosperate are now considerable, and the Oszon and Algoryn have a mutual interest in the stability of the region. The threat of the Ghar is one that both peoples recognise and oppose, with Oszon fleets intercepting Ghar vessels around vulnerable gates and supplying Algoryn forces on the ground. Oszoni ground forces have also come face-to-face with Ghar intruders on several staging planets garrisoned by Oszon units, although so far they have successfully defended these assets against attack.

One of the most valuable worlds controlled by House Oszon is the planet of Mhagris, home to scalding deserts, ancient ruins of fallen cities, sparse cactus-like vegetation and a feral population of humans of the most savage and barbaric kind. Humans are not the only inhabitants of this backward planet, for it has its own native population of Mhagrid creatures including predatory skarks and gigantic grip worms capable of pulling a man down to his death beneath the sand. The planet has the great advantage of being well hidden. Its gateway lies very low in the Antarean photosphere beneath the level of safe submergence (the so-called critical point). A craft travelling so deep and failing to find a gate would be

destroyed. The world gives House Oszon a secure and secret base adjoining the Prosperate and close to both Concord and Isorian gates. It has become an important staging post and supply dump, with a substantial garrison as well as a small self-sustaining settlement that is the closest thing amongst the Freeborn to a planetary colony.

Mhagris has also become an important recruiting ground for the kind of savage warriors the Freeborn train and equip as mercenary fighters. The tribes that inhabit Mhagris are the degenerate remnants of the planet's Trisapient Age population. The ruins of their ancestors' advanced culture lie all around and are commonly attributed to 'giants' and 'gods'. The human tribes of today lead a practically stone age existence. They survive mostly by hunting Mhagrid creatures and cultivating the tough cactus-like plants that grow in the planet's arid soil. The arrival of the oszoni was greeted with a mixture of suspicion and awe. Some said it was the return of the gods of old. Others maintained it was merely the arrival of an especially tasty meal. It didn't take long for the oszoni to subjugate the natives. The majority of the population were only too pleased to exchange their primitive state for the opportunities of service upon the battlefields of the Antarean universe.

Today the Mhagris form an increasingly important part of the oszoni armed forces both as mercenaries and as a constituent

part of the military of House Oszon itself. Amongst the Mhagris themselves it is regarded as a great honour to serve in this way, a situation that has led to many being exploited by Oszon's NuHu technicians, implanted with soma grafts, and even used for transgenic experiments.

These things are regarded as unethical even by the Freeborn – who are not generally ones to concern themselves too much with the welfare of people beyond their varda – but they take place in secret and with the connivance of the Vard's closest advisors if not the Vard himself.

The few NuHu who live within the vardos are renegades from the Aan shard who fled from the PanHuman Concord five centuries ago. A few survive from those times, for NuHu are uncommonly long-lived, whilst others have regenerated their minds into clone bodies. They are feared and hated by the general population, and even the Vard and those closest to him have little liking for these cold-hearted renegades.

These NuHu Mandarins of Aan have little respect for their hosts, despising all ordinary humans who they would gladly relegate to servitude if they could. None the less the Vard finds the NuHu renegades useful to him, and so they have proven over the centuries since they first arrived in the court of Vard Bero's grandfather, Vard Manku.



Domari make up the bulk of the Freeborn forces.

Not even the IMTel of the Concord has data on all of Hansa Nairoba's affairs, on his dealings with the powerful and influential worlds of the Determinate, of his many adventures, or of his numerous subversive activities throughout Antarean space. Even his origins remain something of a mystery. During his career he has worked on behalf of both Isorians and the Concord, for several Freeborn Houses, for innumerable worlds within the Determinate and – if rumours are to be believed – aliens whose very existence is otherwise unknown to anyone else in Antarean space.

During much of that time he has been accompanied by Bovan Tuk, a former chieftain of the Mhagris who Hansa met whilst undertaking a sensitive mission for Vard Bero – or at least pretending to do so whilst in fact infiltrating the Vard's defences to steal a particularly cherished item on behalf of another client. That incident didn't quite work out as intended by any of those concerned, earning Hansa the eternal – if somewhat misplaced – gratitude of the Vard and an unexpected ally amongst the Vard's numerous wives. But that, as they say, is another story. Although Hansa and Bovan met as enemies, Hansa was able to liberate the Mhagrid chieftain from the soma grafts implanted into him by the Oszoni renegade NuHu Karad Vek. After this the two became 'blood-brothers' according to the binding Mhagrid ceremony and somewhat to Hansa's surprise.

One of the reasons why Hansa's origins remain obscure is that Hansa himself claims to have no recollection of where he came from, his childhood or much of his early life. There are several reasons why this might be the case. Hansa could be a regenerate clone without knowing it, for example, or he might have deliberately chosen to excise parts of his own memory at some time in the past. It's even possible that someone else did this to him for their own reasons, whether for good or ill.

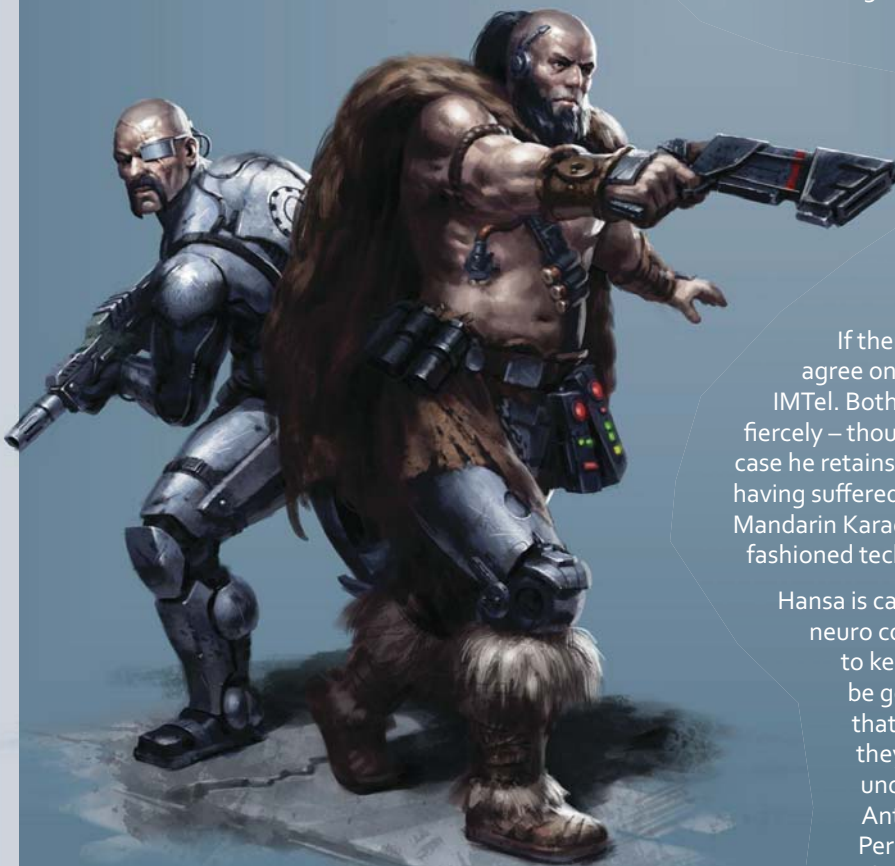
Even NuHu have been unable to glean any details from Hansa's mind, which lends some credence to the claim that he really doesn't know who he is anymore than anyone else. He does, however, claim to be Freeborn, although without any real basis of evidence. Some Oszoni, principally rivals and enemies of Vard Bero, are keen to claim that he is one of the hated Ky'amak varda, in part to discredit him in the eyes of the Vard. Such an origin is certainly no less likely than any other and such possibilities only serve to cast further suspicion upon Hansa's motives.

Bovan Tuk's origins maybe less controversial but since joining up with Hansa his reputation has grown to almost equal that of his partner. Physically huge and impressively muscled, his appearance alone has been known to cause men to dissolve into incoherent terror and women to swoon. His appeal to the opposite sex has not gone unnoticed and the princesses of several Freeborn houses retain an unaccountable affection for him, to the eternal annoyance of parents and suitors alike.

Although Bo has practically recovered from removal of his soma graft implants, sometimes things happen that trigger the residual neural connection, sending him into uncontrollable fury or plunging him into inconsolable despair. Nothing is more likely to provoke such occurrences as Bo getting angry – which does tend to happen when people shoot at him!

If there is something that Hansa and Bovan both agree on then it is the overbearing technology of the IMTel. Both distrust intrusive technology equally fiercely – though for entirely different reasons. In Bovan's case he retains all the superstitions of his savage race, and having suffered at the hands of the Renegade NuHu Mandarin Karad Vek he would prefer to put his trust in old-fashioned technology that doesn't answer back.

Hansa is canny enough to know that the nano-based neuro connectivity of the IMTel makes it impossible to keep anything entirely secret – and that can't be good, can it? They might give the impression that they're technophobes – but the truth is they're both competent engineers with a better understanding of how the technology of the Antarean universe works than most people. Perhaps that's why they're not so keen on it after all.



ANTAREAN CHARACTERS: HANSA NAIROBA AND BOVAN TUK

Hansa Nairobi and Bovan Tuk give us a pair of Antarean characters and we have modelled both with their preferred choice of weapons. Hansa and Bovan are vital participants in the events that are unfolding in Antarean space, although exactly where their alliances lie is perhaps not entirely clear. We have included them as options for the Freeborn as a substitute

unit for the Freeborn Command Squad, although given their varied history as adventurers and mercenaries it would not be unreasonable to include them in any Antarean force with the exception of the Ghar. When it comes to providing rules for this pair it is difficult not to create a two-man army – but in many respects that wouldn't be far wrong!

HANSA NAIROBA AND BOVAN TUK

Infantry Command Unit

Points Value: Hansa 144 Bovan 118

Limited Choice

Special: The unit can include either character or both, but if both are included in the force they must always fight together as a single unit.

Substitutes For: Freeborn Command Squad

Unit: Hansa & Bo	Ag	Acc	Str	Res	Init	Co	Special
Hansa Nairobi, Adventurer with compression carbine, plasma pistol, plasma grenades, HL armour	6	6	6	5(7)	9	9	Command, Follow, Hero, Leader 3, Wound 2, Fast Shot, Dead Eye, You Can't Keep me Down!
Bovan Tuk, Mhagris Chieftain with custom mag pistol (see below), plasma grenades, reflex armour	6	6	7	6(7)	9	8	Command, Follow, Hero, Leader, Wound 3, 3 Attacks, He's Gone Crazy!

Special Rules

Command, Follow and **Leader 3** are all standard special rules that are described in the main body of the rules. See Special Rules for Units, page 133.

Wound 2/3. If either Hansa or Bovan fails a resist test then, having taken any re-rolls they are entitled to, instead of falling casualty the model is wounded. Hansa can be wounded twice and Bovan up to 3 times. Once a model has suffered its maximum wounds if it fails any further Res test the character is re-moved as a casualty like any other individual. If either character is wounded then the unit cannot lose pins it has equal to the number of wounds suffered in total, so if Hansa has 1 wound and Bovan has 2 wounds the unit cannot lose its last 3 pins. The unit can lose other pins as normal, but can't reduce its pins to less than the number of wounds it carries.

Fast Shot. Hansa is exceptionally skilled when it comes to handling weapons so we give him the fast shot rule. This means that with any hand or standard weapon he shoots twice instead of once using the same weapon at the same target.

Dead Eye. Hansa is the best shot in all of Antarean space (according to Hansa anyway!). Instead of a +1 Acc bonus for **aimed fire** Hansa gets +2.

You Can't Keep Me Down! If the unit has a down order at the end of the turn then if the recovery test is failed on any roll other than a 10 Hansa can choose to recover the dice as if the test had been passed but **without** losing a pin if the unit has any. Normally a pin is removed whether the test is passed or failed, so we are giving Hansa the choice of retaining a pin and recovering the dice, or losing the pin and staying down. On a roll of a 10 the test is failed and no pin removed, as per the standard rule for recovery tests.

3 Attacks. In hand-to-hand fighting Bovan Tuk makes 3 attacks. His strike value depends on which weapon he uses – with his 'custom' mag pistol this is 2.

He's Gone Crazy! If Bovan Tuk suffers a wound then roll a D10 for each wound he has, i.e. if he suffers his first wound roll one dice, if he suffers his third wound roll three dice in total. If any dice scores 10 then Bovan has *Gone Crazy!* There is nothing anybody including Hansa can do about this – except to go along with it and hope for the best. If Bovan goes crazy then when the unit is given its order dice instead of making an order test and choosing what action to make the player rolls the order dice and the unit makes that action. The player is not obliged to shoot just because the unit has a fire order, or move because it has a run order, but must act within the constraints of the order in the normal way. Once Bovan Tuk has gone crazy there's no chance of him calming down – so the effects last until he falls casualty. Once Bovan has gone crazy the unit cannot make reactions unless it first goes into Ambush – in which case it is treated like any other unit that is in Ambush.

Custom Mag Pistol – Big Jobs! To deal with those extra big jobs Bovan carries a supply of large calibre explosive grenades that slot over the end of his pistol's hefty barrel. This has a **Blast D3 with a SV of 3**. Big Jobs can only be used for ranged shooting and not for hand-to-hand fighting. You must declare if a Big Jobs shot is being used before shooting and you must shoot it first before any other shooting from the unit (i.e. from Hansa). If the shot misses on a roll of 10 not only has it missed but Bovan has run out of Big Jobs shots and the suffocating black cloud that temporarily envelops the both of them makes it impossible for the unit to shoot further that turn (i.e. Hansa doesn't get to shoot – you bet he's annoyed!).

Type of Weapon

Effective Range

Long Range

Extreme Range

Strike Value

Special

Bovan Tuk's Custom Mag Pistol

10

20

30

2

Big Jobs!

"I'll give you some free advice my friend – whatever you do you just be nice and polite to Bo here – 'cause Bo can't help getting upset it's just the way he is. Last guy that upset Bo – well what's left of him ended up in a regen tank – and not a big one either, if you get my drift..."

Hansa Nairobi





The Ghar Empire

The Ghar Empire lies upon the part of the Antarean surface called the Determinate in the northern tropics of Obureg bordering the regions

dominated by the Algoryn Prosperate. It comprises some hundreds of systems in all. Very few of these systems are settled by the Ghar themselves or even used as permanent bases by them. Most of the systems that comprise the Empire are abandoned and ruinous worlds, planets attacked and plundered by the Ghar and afterwards largely ignored. A few are maintained as staging posts for further conquests, protected by quantum gravity shields and fleets of defensive satellites.

Even these heavily garrisoned worlds are temporary assets soon to be abandoned when the Ghar war machine moves on. Because such things as trade, security, and mutual defence matter little to the Ghar their domains are scattered quite thinly over the Antarean surface. On the whole the Ghar Empire is a region of ruin and devastation that is both uninhabited and uninhabitable. The only world that is of significance within the Empire is the home planet of Gharon Prime from which the race derives its name.

GHARON PRIME

The world of Gharon Prime is exceptional in so far as none but the Ghar have any clear notion of where exactly it is. Beyond the Ghar Empire practically nothing is known about Gharon Prime at all. Attempts have been made to locate their home world by tracking Ghar ships but with no success so far. Were these efforts to succeed they would reveal a world whose surface appears to be made of metal covering the planet from pole to pole. Gharon Prime is a hive world of a kind that passed from human history many ages ago. It is a world within a world whose outer surface is just the upper layer of a multi-layered construction many miles deep. This world-sized hive is made almost entirely of metal. Nothing grows upon the surface of Ghar Prime and few things live within its dark tunnels apart from the Ghar and armies of slaves taken from worlds they have conquered. The whole world is one gigantic factory churning out weapons of war and very little else. What food it produces is synthesised from algae and grown in vast vats, or recycled from amongst the biomass of its huge population – both slaves and Ghar alike.

Because Gharon Prime is enclosed and buried beneath the depths of its own construction there is no natural day or night. Inside its labyrinthine chambers and tunnels the hive is just one long unending gloom beneath low-level galvanic illumination. The light from Ghar's sun that strikes its surface is harvested to provide power but no one living on the planet ever sees it. The Ghar themselves detest bright light and are blinded by it, preferring to live in a perpetual half-light they find more comfortable. The same algae synthesisers that provide food also sustain the atmosphere of the world by generating oxygen. Warm, greasy, metallic-tasting air is

circulated throughout the depths of the hive by vast pumps. Breakdowns of these machines have been known to asphyxiate millions before repairs are effected. At least this has the benefit of temporarily alleviating the chronic food shortages that otherwise plague the hive. Indeed, did its people but know it, such events are often orchestrated specifically to moderate Gharon's excess population and replenish its food banks.

THE GHAR

When it comes to the origins of the Ghar not even the Ghar preserve any but the most vague notion. Nor do they care. The Ghar consider such things to be irrelevant and are neither curious about their own origins nor quite sure why others might be. They are only interested in the immediate concerns of waging war and anything that does not serve that purpose is dismissed as of little practical use. None the less, examination of captured Ghar by Algoryn and others have



enabled some reconstruction of their development. Educated guesswork suggests a great deal that is undoubtedly accurate at least in broad terms.

Retrospective chromosomal spectroscopy establishes that the Ghar did not evolve naturally. They were genetically engineered using a limited selection of segments of human pattern haplotype together with numerous artificially constructed elements. Telomeric integrity of their genetic structure is so high that it is impossible to gauge an accurate mutation rate or know for certain when this process first took place. However, it was certainly a long time ago, most likely at some point in the First Age, a hypothesis supported by other aspects of Ghar culture and technical expertise.

The most probable scenario is that the Ghar were created as soldiers to wage a war during some distinct time before the development of many of the advanced technologies of Antarean space. Their creators were most likely human and the role they conceived for their artificially constructed soldiers was undoubtedly a very limited one. Constraints built into the Ghar mentality imply that they are nothing but tools designed to do just one job, without any consideration of intellectual development beyond that necessary to accomplish their one specific purpose: to wage

war. Whether their creators were prepared to discard them once that purpose had been fulfilled is impossible to say, because evidently the creators perished whilst the Ghar themselves survived.

Although human in ultimate origin the Ghar are often considered to be aliens because they are so unlike even the most extreme panhuman morphs. They are small, scrawny creatures that are remarkably fragile when separated from their armoured fighting machines. Their senses are poorly developed but perfectly attuned to work in conjunction with the mechanical sensors of their battlesuits. These artificial senses feed directly into the Ghar's nervous system and presumably afford far superior vision and hearing as well as transmitting sensation of touch and even scent to the machine's occupant.

The Ghar are equally distinct in terms of their mental capacity, which is extremely high in selective areas and abysmally low in others. The consequence is a race that is brutally obsessive with little scope for inventiveness and none at all for personal development. With notable exceptions the Ghar have a concept of themselves as a united entity with one purpose – to wage war upon the human race. This single-mindedness makes them dangerous but also predictable. It is this predictability that is their greatest weakness.



A Concord research facility falls to the hateful Ghar.

GHAR SOCIETY

If little enough is known about Ghar history then any examination of Ghar society falls into the realm of pure speculation. What their enemies know of them is entirely derived from their organisation and behaviour in battle. Given the economic cultural capacity of the Ghar it is assumed this organisation is mirrored throughout their society.

From what can be gathered from the remains of their dead Ghar are clones, another reason why it is difficult to determine when they were first created. Physiological details would indicate that they are tank-bred creatures produced when needed. Other factors suggest they grow to maturity much quicker than ordinary humans. All of this is consistent with everything that is known about Ghar, which suggests they are raised communally and probably within something like the military units into which they are organised as adults.

The Ghar have a strict hierarchy of rank with battletroopers, leaders of progressively higher status, High Commanders and ultimately the Supreme Commander of all Ghar. Competition for promotion is keen and dependent upon success in battle. Successful leaders attain ever-higher status and such riches and rewards as Ghar value. Chiefly Ghar value power and rate their status in terms of the number of other Ghar who must answer to them. Even ordinary battletroopers take pride in their social rank as warriors. Many are either rejected outright or sent to do menial jobs overseeing arms factories or supplies, marshalling slaves or serving as maintenance crews or technicians. Others find themselves demoted from the fighting ranks due to failure. Failure is the worst thing imaginable for a Ghar. To fail even in the face of impossible odds is still failure and results in punishment that is often severe. The Ghar don't recognise heroism or courage but only success or failure.

Ghar are as pitiless in their dealings with each other as they are with their enemies. Those who fail in the eyes of their masters are likely to die a horrible and public death as 'a lesson to others'. Ghar who displease their leaders might be lucky to become outcasts, slaves whose lives are to be expended in any way their superiors choose. Outcasts are sometimes sent into battle to distract the enemy or merely to shield the advance of the Ghar warriors with their unworthy bodies. A fate reserved for those who have most especially displeased their masters is to be thrown into the arena for the amusement of the masses, there to face all manner of savage beasts or ingeniously murderous devices. Only the very lucky are spared to serve as slave drivers in the armaments factories, where captives of all species are worked to death for the benefit of their enemies.

GHAR TECHNOLOGY

The Ghar owe very little to the advanced civilisations of Antarean space. Their technology, like they themselves, is a remnant of a far older time before the common application of structural suspensors based on nanospore. Ghar machines are made of simple metal materials and activated by crude mechanical interfaces or photoelectric switchgear. Components articulate against each other or are motivated by primitive hydraulics, magnetic couplings and mechanical transmissions. In the case of their war machines crew rely upon neural interfaces attached by means of spinal plugs.

These plugs are surgically implanted into every Ghar. Ghar spines have thickened anterior processes to accept the fixings.

This is the kind of primitive technology that is only found on isolated, barbaric planets within Antarean space. The Ghar, however, are a space-going race who have been in contact with advanced societies for years beyond count. During that time they appear to have adopted practically none of the new technologies of the cultures around them. Indeed, they exhibit a profound distaste for the advanced technology of contemporary panhumans and make little effort to understand or replicate it.

Ghar technology is profoundly dangerous not just to their enemies but to the Ghar themselves. This danger is something that would never be acceptable within the advanced IMTel society of the PanHuman Concord or even the more wholly human civilisations of the Determinate. The amount of power generated by Ghar plasma reactors is huge compared to the tiny energies required by even the largest Concord drones. This power is necessary to overcome the weight and massive inertia of Ghar machines. This is especially a problem where war machines are protected by archaic magnetic resonance shields that multiply inertia many times over. Ghar weapons also require a great deal of power to operate compared to the usual weaponry of Antarean space. The chief issue with plasma reactors is that they are highly unstable, generating incredible heat and dangerous levels of radiation that often prove fatal to operators.

The pollutants and high levels of radiation emitted by Ghar technology are bad enough, but nothing compared to the horrors unleashed by their quantum gravity based weapons and force fields. The consequences include micro-fragmentation of the fabric of space-time and occasional large-scale disruption to the cohesion of the local universe. These things only affect the Ghar to a minor degree because their machines are so primitive, but wreak havoc with advanced nano-based technologies. This is one reason why worlds destroyed by the Ghar remain ruinous. They are so highly contaminated by quantum gravity fall out it is impossible for an advanced nano-based society to resettle or even occupy them.

THE GHAR AND THE WIDER UNIVERSE

The Ghar are twisted, spiteful and pitiless creatures driven by an unquenchable hatred of all panhumans. They view other kinds of human as vermin that it is their job to eradicate. This deep-seated loathing is probably something that was built into their psyche when they were first created. Today it motivates their entire society and attitude to the rest of Antarean space. They take no part in trade and have no contacts with other humans. They merely wage war as they were created to do so many thousands of years ago.

Their attitude to aliens is somewhat indifferent. They rarely go out of their way to attack alien species unless they are attacked themselves, at which point the aliens in question become enemies to be dealt with every bit as ruthlessly as humans. Conversely, the Ghar never make alliances or treat with other races, and if they want something another race possesses their only recourse is to wage war to get it.

Up until recent times the low technological level of the Ghar has effectively hidden them from the advanced IMTel

societies of Antarean space whilst their predations have only affected their immediate neighbours. In particular they are a major enemy of the Algoryn and the two have waged uncompromising war for centuries. It is only because the Ghar have waged unceasing war upon the Algoryn Prosperate and surrounding Determinate worlds for generations that their savagery has come to the attention of the wider universe.

THE GHAR MILITARY

Ghar military formations are built around units of battle-armoured infantry armed with multi-functional scourer cannons. These troops make up the overwhelming proportion of Ghar forces together with other battle-suited troopers carrying specialised arms of one kind or other. Ghar battle armour is in many ways more like a small vehicle than conventional armour, a self-contained fighting machine whose pilot occupies a tiny cell within it and interfaces with the machine by means of neural implants.

Battle armour serves the Ghar forces in most combat roles, but they also make use of other vehicles both large and small. On the whole Ghar machines are propelled by multiple legs, three in the case of battle armour but often

"The Ghar will prevail. We live only to destroy. There is no degenerate that can escape us. There is nowhere to hide from us. We are the Ghar. The Ghar will prevail".

Ghar prime edict

more for larger vehicles. Long-ranged and especially powerful weapons are all carried in this way, and similar vehicles form the basis for mobile command units. Smaller multi-legged scutters serve as mobile scouts as well as ancillary utility vehicles, carrying ammunition and supplies to the fighting machines.

The Ghar themselves would not chose to fight without the protection of their machines. Without access to mechanical sensors their native senses are poor and their bodies weak and vulnerable. Only creatures that have failed their masters and been reduced to the status of outcasts fight in this way. Their most useful role is to absorb enemy fire and expose enemy positions – a kind of reconnaissance by self-sacrifice that is judged a fitting end for Ghar who disappoint their overlords.



Ghar outcasts are snivelling, whining and cowardly creatures that wouldn't hesitate to betray their comrades on the slightest chance of better treatment or remission of their punishment. Such is the general nature of the Ghar who, as a race, have little sense of individual worth beyond the bosom of their cruel and uncaring society. Fartok – however – was different. Fartok was the Ghar who refused to kneel before his masters!

Of course, it was generally understood that desperate outcasts would sometimes take to their heels and hide away, forming little bands of desperate brigands, living in hope that their masters would somehow forget about them. Sadly they very rarely did. Such runaways would usually find themselves betrayed from amongst their own, typically in return for a cushy job as a slave driver or as a supervisor in the dismal armaments factories of Gharon. This was the fate that faced Fartok when the attack upon the Algoryn Sentinel at Ephra was repulsed and his battlegroup scattered. Fartok 12-40-13 High Commander Battle Group Nine faced certain disgrace. For the first time in his life he had failed. Of course, for Ghar there only ever is a first time. Ghar commanders never get a second chance, as Fartok knew only too well.

Retribution when it came was uncompromising and absolute. The entire battlegroup – what little remained of it – was declared outcast. What had been one of the Ghar Empire's most successful formations, the veterans of a dozen battles and innumerable celebrated raids, was to be disbanded. None other than Fartok's old rival and brood mate Karg 12-40-9 passed sentence upon the survivors. It was a humiliating come down for Fartok, who had been honoured amongst his race for so long. The survivors of Battle Group Nine were herded towards the front lines in a futile diversionary attack. The whimpering outcasts were issued with lugger guns but no rations. It was not considered likely they would survive long enough to need them.

For more than ten days Fartok and his men – if men they were – threw themselves upon the enemy's impenetrable defences. Hundreds fell before relentless gunfire or were vaporised by plasma blasts. It would have been many times that number had not Fartok taken command and led the outcasts with such tenacity and cunning. As they swarmed over enemy positions the outcasts grabbed food and equipment. They were driven by starvation to eat the filthy human food. Their own feeble guns had long since run out of ammunition or malfunctioned.

Fartok ordered the outcasts to pick up the abandoned weapons of their enemies. Some did, with a shudder of revulsion. Others were too frightened and declared they would sooner fight with sticks and stones. They soon gathered round their old commander. When the overseers appeared, Fartok's band killed them and stole their weapons.

The following morning the slave drivers lashed Fartok and the other outcasts towards the Algoryn bastion that would be that day's target. Taking advantage of the heavily cratered battlefield the wily outcasts managed to

get close to the heavily fortified enemy positions. Amongst the ruins and craters Fartok's band hid away from the slave drivers. The Ghar formations that were beginning to advance to their rear could not see them either. When some of the slave drivers did appear and tried to lash the outcasts forward they were easily overpowered and captured. Fartok forced the captive slave drivers to run towards the enemy in their place. From behind the Ghar lines it would look like Fartok and his band had been wiped out. In fact the fugitives had dug into the rubble and hidden themselves away. As the Ghar fighting formations advanced Fartok and his desperadoes watched them pass from their hiding places.

By the time the assault ended the Ghar had been driven back as Fartok knew they would be. The shattered remnants of Ghar equipment lay amongst the ruins of battle. Here and there little wreckers scuttled amongst the debris, recovering valuable battle armour that had broken down or been damaged in the fighting.

Fartok and his band emerged from the smoking ruins. They soon overpowered the wrecker crews and began to sift amongst the detritus of combat, searching out battle armour suits that were not too badly damaged and separating them from their dead, dying or indignant owners. They repeated this for several days and so began to re-arm, hiding amongst the ruinous command tunnels of the Algoryn, gathering their strength for the deadly conflict to come.

Following the ruination of Ephra, Fartok's power grew steadily until he had an army at his back, spaceships to command and a will to defy even the Supreme Commander himself. At first the Ghar ignored him, unable to conceive of what he had dared do, let alone succeeded in achieving. Never in the long history of their race had an outcast raised an entire army to oppose the Ghar themselves. At last the Ghar tired of the rebellious commander and sent a task force to find and kill him. The task force was destroyed.

Over the next few years Fartok's army defeated four more task forces sent against them. On each occasion he acquired more equipment and liberated more outcasts to join his ranks. Eventually, after much effort had been expended in the search, Fartok was found and cornered by two large Ghar armies. Facing inevitable defeat he characteristically did something very un-Ghar like.

Rather than fighting to the last man like any proper Ghar would, he fought his way clear and retreated with his army largely intact. He took his troops and disappeared into Antarean space. Where he had hidden himself not even the Ghar Supreme Commander had the least idea.

To this day occasional reports of unsanctioned Ghar led raids reach the Supreme Commander's ears, and now and again a Ghar ship is attacked and plundered, its weaponry stripped and any outcasts aboard spirited away. Such things annoy the Supreme Commander a great deal, for they smack of failure, and failure is something the Supreme Commander likes not at all.

ANTAREAN CHARACTER: FARTOK, LEADER OF THE OUTCAST REVOLT

Fartok is portrayed in the recovered and hastily repaired battle armour scavenged by the outcast band from the battlefields of Ephra. As we might expect, Fartok's chief skill is as a commander and so we give him the High Commander ability to command outcasts and non-Outcast units alike, and the Outcast Champion rule that extends this bonus to

cover Outcasts on the entire battlefield. As is the usual routine with our characters, provision is made for including them as substitute units within the army lists for those who wish to do so. Fartok has the advantage of substituting for an Outcast Command Squad giving the Ghar a useful tactical command choice.

FARTOK, LEADER OF THE OUTCAST REVOLT

Infantry Command Unit

Points Value: 132

Substitutes For: Outcast Command Squad

Special: No other unit with the High Commander special rule can be included in the army.

Unit: Outcast High Commander	Ag	Acc	Str	Res	Init	Co	Special
Fartok, Outcast High Commander with Scourer Cannon, Battle Armour	3	5	10	4(12)	9	9	Command, Follow, High Commander, Wound, Large, Scramble Proof, Plasma Reactor, Outcast Champion

Special Rules

Command, Follow, High Commander, Large, Scramble Proof and **Plasma Reactor** are all standard special rules that are described in the main body of the rules. High Commander replaces the usual Leader rule and gives Fartok a resist re-roll against any number of hits. See Special Rules for Units, page 133.

Wound. If Fartok fails a resist then, having taken any re-rolls he is entitled to, instead of falling casualty he is wounded. Once wounded if any further resist roll is failed he is removed as a casualty like anyone else. If Fartok is wounded then the unit cannot lose its last pin. It can lose other pins as normal, but the last pin cannot be removed.

Outcast Champion. So long as he is on the battlefield any unit with the Outcast special rule can make any Command based test using Fartok's Command value. It doesn't matter how far away Fartok is from the unit making the test – his presence is enough to instil the Outcasts with fighting spirit.



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



Boromites

Boromites can be found within the PanHuman Concord, the Isorian Senatex, and upon the many diverse worlds of the

Determinate. They live throughout the wildernesses of Antarean space in regions otherwise inhospitable and void of habitation. They can even be discovered amongst alien civilisations that are rarely if ever visited by other panhumans. Nowhere do they live in any great number, forming small, closed communities within larger societies. Boromites are always ready to up sticks and move on should the need arise. They are a roving people with their own distinctive ways and their own aims and values that mark them out from other panhuman morphs. Boromites control no worlds and value their independence too much to assimilate with those they live amongst. They are great wanderers and searchers, prospectors, and treasure hunters.

THE BOROMITES

The origin of the Boromites goes back to ancient times when humans first began to explore and exploit the resources of Antarean space. The mining colonies of Borom became the

richest source of construction material during the first expansion from Old Earth. They were the springboard from which the human diaspora took its first faltering steps. Borom was not a planet but a star surrounded by a rocky asteroid belt comprising thousands of planetoids and millions of smaller bodies. During the First Age these asteroids were to provide enough mineral wealth to build entire worlds. Lacking a significant atmosphere and suffering extremes of temperature, no ordinary humans could work upon such bleak and inhospitable chunks of rock for long and hope to survive.

Not even the Boromites recall the exact circumstances surrounding their creation. No doubt ordinary humans tried and failed to work the asteroid mines, and it would not have taken long before a more radical solution was sought. The result was the Boromites. The kind of genetic restructuring necessary to build such an extreme physical morph would not be considered ethical amongst the IMTel societies of the PanHuman Concord or Isorian Shard, or amongst most advanced cultures of the Seventh Age (the wars of the Aan Shard and flight of the renegade NuHu took place as a direct result of such experimentation). Even amongst the manifold diversity of humankind their physical appearance marks them out from other panhumans.



Boromite Work Gang with mass compactors.

Boromites are adapted to withstand thin atmospheres, low gravity and extreme temperatures. They are able to endure hostile environments more easily than any other panhuman, and are amongst the toughest and most durable people anywhere. They have thick, gnarly hides covered in horny stone-like nodules that act much like a self-contained pressure suit. Their hides are a slate grey/blue colour for the most part, although their skin can take on hues from the environment to some extent. Some Boromites are primarily reddish and these distinct colours tend to run within extended families.

Boromites are robustly built, taller and bulkier than most humans and much more imposing. Their bones are dense and their musculature considerable, endowing them with great strength and endurance far beyond that of ordinary humans. They feel little pain even from quite severe injuries, and their powers of recuperation are remarkable. They even retain a natural ability to self-regenerate to a limited extent. In all these respects they are superbly adapted to endure hard and dangerous labour in hostile environments.

Such extreme physical adaptations would count for little were the Boromites mindful of personal gain or comfort, inclined to idleness or distracted by the consolations of art, fine food or high culture. Considerately, their creators took care to remove all such obstacles to happiness from the Boromite mental repertoire. Boromites have little interest in the refinements or consolations of civilisation. They relish danger and enjoy hard physical work. They abhor inactivity, sneer at signs of weakness and despise soft living. They are intensely loyal to their comrades and their own kind, but distrustful of strangers and disinterested in outsiders. They are adept builders, constructors and engineers, but everything they build is practical and functional without much attempt at decoration or aesthetic. Despite this they are notoriously superstitious – a streak of irrationality that indicates there is perhaps more to the Boromites than their creators ever intended.

BOROMITE SOCIETY

Boromites consider themselves members of one of the many Guilds of which their society consists. Guilds rarely mix and treat each other as rivals to some extent, collaborating only when necessary. The relationships between the different Guilds are complex and not even the Boromites themselves are always clear about such things. Multiple traditions abound with rival Guilds presenting different versions of past misdeeds, broken contracts, unmet quotas and unpaid debts going back many generations. Some Guilds are loosely allied whilst others are age-old enemies with a long history of antagonism. Even the most bitterly opposed Guilds have been known to grudgingly unite in the face of a common foe or to achieve some mutual goal.

Guilds rarely act with a common purpose and given how sparsely their members are spread it is unlikely they could ever do so entirely. Rather, a Boromite group's Guild places it within a social context and tradition. Ultimately, the Guild a group belongs to defines its liabilities and obligations within Boromite society as a whole. For practical everyday purposes Boromites live in extended families or clans, and it is these clans that provide the basis for their dealings with each other. Boromite clans are strongly matriarchal in character and their leader and ultimate authority is the oldest mother amongst

The Boromite Guilds are all that they have of a home, for long ago the Boromites spread to the ends of the Antarean universe. They became a race of wanderers, rarely staying in one place for long, always keeping themselves to themselves and distrusting of other human races. They speak little enough of anything to outsiders, but amongst themselves they sing the ancient songs and recall the legends of their home amongst the asteroid belts of Borom.

Borom itself vanished into the Antarean collapse at the end of the Second Age and has never been found since. The Xon poets claimed that the Boromites were set to wandering the stars ever in search of their ancient home and that one day they would return to it, but only at the ending of universe when the Watchers returned to claim their own.

the chief family in the clan. This mighty individual is referred to as the Guild Mother or Matriarch. Both the matriarch and her primary female descendants are also referred to by the title of Guildess, a term analogous to 'Lady' that is sometimes extended to less exalted female Boromites out of courtesy.

The deep-seated respect – almost reverence – that Boromite's have for their womenfolk is another consequence of their origin. Presumably because mortality amongst the Borom asteroid mines was extremely high, the creators of the Boromites designed them to be prolific. Also, to keep the ranks of workers at full strength it was necessary that Boromites reach physical maturity quickly. A five year old Boromite is as tall as a man of any other race and far stronger. As well as growing up fast, most Boromites are the children of multiple births, twins and triplets being usual and five or six common. The oldest Guild Mothers might have dozens of offspring, hundreds of grandchildren and thousands of living descendants. This is one of the chief reasons why Boromite clans are so tight knit; they are all closely related.

It is the Guild Mothers who decide if their clan needs to move on or divide, or if a contract is acceptable, or whether transgressors should be punished and how. When it comes to waging war it is the leading male clan chiefs who make the decisions and organise the Boromites for combat. These are the Rock Fathers. Although in theory the Rock Fathers take precedence over the clan's Guild Mother during war, in practice it would be a very courageous Rock Father who acted against her wishes. The matriarchs expect their menfolk to advise them and take control of fighting forces on their behalf, but not to defy them! This does sometimes happen, and in extreme cases whole cohorts of rogue males can find themselves ejected from their clans and forced to make new lives for themselves elsewhere. Such groups, bereft of the strong morale guidance of a Guildess, all too often turn to piracy, banditry and other criminal behaviour.

The primary goal of a Boromite clan is to work and amass collective wealth, and to this end they seek employment doing all the dangerous, difficult, physically and psychologically demanding jobs that are beyond the

Boromites make use of patch-patterning genetic grafts to mark their scaly hides with Guild and family symbols. The natural shade of Boromite hide is either a range of bluish-grey or, in the case of the families known as the Ha' Ulut and their descendants, a reddish brown.

However, some Guilds choose to mark their allegiance with natal implants, so that all the Guild of the Under Fallen, for example, are almost black, with a patterning of stars meant to symbolise their people's succession to the void.

Other Guilds may display a simple round badge of patterned scales in a distinct colour, such as the Rosette of the Katk worn upon the forehead of that Guild.

Even within Guilds many families have traditional skin colours or patterning. Unlike amongst most other human societies, these are indelible and honourable marks of affiliation, and to change or alter them according to the whims of fashion would be unthinkable. Indeed, only an outcaste or criminal would be so stripped of his identity as the most terrible of punishments.

capabilities of ordinary humans. They are especially capable miners of all kinds of rare and valuable materials, with a particular and almost obsessive fascination for rare gems and minerals. They also work as deep space salvagers and as explorers or surveyors in new and uncharted regions. Boromites sometimes hire their services to the Freeborn either as a work force or as mercenary fighters. Others become mercenaries in the Determinate where worlds are always in need of fighting men. They can turn their hand to all kinds of industrial process where their size and strength are needed. In the advanced worlds of Antarean space it is true that machines undertake most tasks of this kind, but there are always situations that call for humans on the ground (or under it) and this is a role in which Boromites excel.

BOROMITE TECHNOLOGY

Although they live amongst and within the advanced societies of Antarean space Boromites are naturally resistant to the kinds of nanospore implants that are common throughout human cultures and which enable IMTel societies to function. Because they lack physiological compatibility with the nanosphere of Concord and Isorian worlds they are barely recognised by the IMTel. This is a situation they go out of their way to preserve. Wherever they live they remain almost entirely apart from regular society, a reclusive, insular and self-governing sub-culture all of its own. This doesn't prevent them using or interacting with the technology around them, but it does allow them to do so on their own terms. In fact the Boromites are very technically able as a race, but they prefer to retain control of their machines rather than let the machines control them. This is perhaps a natural attitude for creatures created before the advent of widespread nano-based technology and one that is entirely compatible with their general mind-set.

Boromites make use of the common technology of Antarean space and are especially known for their adaption of mining tools and other engineering equipment as practical forms of weapon. They will adapt drones and weapons acquired from other sources, but generally prefer to build things themselves. Within IMTel societies this is done partly to ensure their machines and vehicles retain a cohesive nano-envelope isolated from the nanosphere, although Concord and Isorian nanospore will inevitably overcome these measures eventually. A more deeply rooted motivation is just a strong natural desire to do things for themselves and in their own way. This preference is hard-wired into Boromites and is scarcely rational. They are naturally suspicious of things they have not made themselves or which they have not meticulously dismantled, rebuilt and 'improved'.

BOROMITES AND THE WIDER UNIVERSE

The Boromites make their homes wherever there is work for them to do and amongst other humans of all kinds. They are spread throughout Antarean space and constantly on the move. Their physiological incompatibility with the IMTel nanosphere allows them to retain their independence whilst living in the PanHuman Concord or Isorian Senatex. Even so, it often happens that the IMTel gradually builds up an awareness of them and begins to impinge upon their activities. When this happens a clan's Guild Mother is likely to give the order to move on. Sometimes a clan will divide in search of work, one of the older Guildesses becoming the new Guild Mother of a portion of the original clan.

Although they are spread throughout Antarean space, Boromites maintain strong contacts with each other via the trading networks of the Freeborn. Clans that are closely related are especially likely to maintain these 'family' contacts. Boromite labour is but one of the many human services traded by the Freeborn, and Boromites in search of work know they can always find it amongst the Houses of the Freeborn. When Boromites travel they usually use the services of the Freeborn, although most clans have some craft of their own, which they use for space salvage work, surveying and exploration.

Because of their numerous family contacts, which they maintain even when living amongst vastly different human cultures, Boromites find it easy to circumnavigate many of the normal processes that govern transactions between worlds. Their close family bonds and strongly-held notion of obligation and debt means that their dealings tend to be secretive. In some respects Boromite Guilds have all the hallmarks of organised criminal gangs, and unfortunately there are some clans that take this superficial resemblance a stage further. Boromites are behind some of the most subversive activities in Antarean space and not above dealing in illegal or stolen goods such as proscribed intoxicants, endangered creatures and looted antiquities.

BOROMITES AT WAR

The Boromite Guilds don't have a military as such, but every family, every clan and every Guild together with its allies is prepared to arm and fight where needed. If a Guild Mother calls upon the help of her Guild, all other clans who hear of it will set to work raising troops to send to her aid. In this way

Boromites can raise quite large forces without having any kind of overall military structure. When Boromites fight they make use of all the means at their disposal, including much of the gear they otherwise use for mining or industry, and various creatures that they either use during subterranean operations or keep as pets. These last include a variety of Lavan creatures native to the Boron asteroids and subsequently domesticated by the Boromites. All of these can and do make an appearance in combat.

Boromites appear prepared for a fight at a moment's notice and it is remarkable how quickly a group of apparently unarmed workers can suddenly lay hands on weapons and radiate personal armour. This is, of course, because Boromites often utilise the same tool for working and fighting and can quickly switch from one model to the other. Similarly, the nano-transmitters fastened to their scaly hides act as nodes for reflex shielding that allow them to armour-up in an instant. When Boromites fight their organisation is simply that they use in everyday life, with work gangs fighting together as a military unit.

Amongst all Boromite clans there are some Boromites armed as fighters. These gangers are as much bodyguards as they are troopers, and amongst clans that earn a living in various

clandestine ways they serve a role as 'heavies' able to lean on their associates if it proves necessary. They usually carry practical armaments such as mag weapons.

The various silicon-based Lavan creatures can either be goaded towards the enemy or make excellent mounts in the case of locomites. The huge Matronite Brood Mothers are so vast they can carry an assortment of weapons and armed warriors, whilst their brood of hatchling scuttle about their feet biting and snapping at anyone foolish enough to come close. These little creatures are also used as scouting drones with the addition of a neural net and suitable mechanics.

The Boromites are unconventional fighters, lacking any kind of overall military organisation and intimately tied to their secretive Guilds. When it comes to looking after their own interests they are fully capable of defeating most enemies, but they are not equipped for large scale wars and stand to gain very little from involvement in such things. They excel at raiding and small actions, and when it comes to facing enemies that are more powerful than they can handle they can always move on. With no permanent homes to defend or planets to protect it is easy to retreat into the depths of Antarean space and begin again elsewhere.



Boromite Gang Fighters amongst the toughest opponents in Antarean space.



The Isorian Senatex

In ages past the world of Isori stood at the forefront of human civilisation, renowned throughout all of Antarean space for its pioneering dimensional research, its vast fleets and its unrivalled prosperity.

According to Isorian legend, the planet was amongst the first of Old Earth's settlements founded during the First Age. It was the first world to be fully terraformed. It was first to establish colonies independently of Old Earth. As the ages passed Isori was hailed as a paradise where want and strife had been dispelled by the power of advanced science and rational government.

Of the three great human civilisations of the Sixth or Trisapient Age the Isorian Senatex was the most powerful, extending its beneficent influence over millions of human and alien worlds of Antarean space.

During the long period of isolation that followed the collapse of the Sixth Age many human settlements failed altogether. Advanced civilisations declined to barbarism. Only in a very few places was the light of knowledge carried onwards. One such place was Isori, with its long history of technical expertise and the unique resources of the Isorian system behind it.

The catastrophe separated and isolated Isori from other human worlds. However, it did not prove devastating to

Isorian civilisation as it did to so many others, human and alien alike. The Isorians merely pondered the universe as they now perceived it. They foresaw a future where even the resources of Isori would be exhausted. None then knew when or even if the Antarean nexus would re-establish itself. The Isorians cast their eyes towards the nearest stars.

Several other solar systems lay within twenty-five light years of Isori's sun Isor, though none were known to have ever formed part of Antarean space. Only spacecraft travelling at near-light speeds could journey to these remote stars and their planets. Explorer probes had already investigated the closest two, revealing possible sources of raw materials and at least one rocky world that might one day be terraformed and settled.

No humans had ever attempted the journey because it took even the fastest spacecraft at least ten years to reach the closest of these new worlds from Isori. It took five years for information to be transmitted between the two systems at light-speed. Human settlement was seen as impractical and unnecessary. With the coming of isolation all that would change.

Applying their vast technical skills the Isorians began to improve space drives and discovered ways to increase the endurance of spacecraft and their crews. The flexible nature of space-fabric had long been understood, and the Isorian's used this knowledge to build ships capable of reaching near-light speeds previously thought impossible. This reduced the time taken to reach the stars by almost half.

Within a few decades the first colonies had been established within the Oblon and Tsates systems. Although these advances



Isorian Phase Troopers on patrol.

made it possible to travel to new planets, the Isorian colonies were still separated by a communications link of five years in the case of Oblon and nearly eight for Tsates. Only an armada of drone craft could hope to maintain either colony. Over the next century these first Isorian colony worlds became firmly established, though not yet fully independent, and the Isorians prepared to expand to even more distant stars in local space.

Within a thousand years the Isorians had explored and settled five solar systems and built up a network of far-flung colonies separated by years of travel and communication time. The settlements were serviced by drone fleets moving between the different solar systems, connecting the new worlds to each other and to Isori itself.

It was only after three thousand years of real-space expansion in this way, that contact was re-established with the Antares nexus. Suddenly the Isorians were able to reconnect with the wider universe of Antarean space. They found a universe unlike that which had prevailed in the Trisapient Age.

The gates that now rose from the Antarean surface did so in entirely different places than before, so the proximity of one world to the next was all quite different. It was as if Antares had been discovered for the first time, and no one knew which gates led where. The whole process of discovery had to begin from scratch. Furthermore, very few human worlds had survived with anything like the level of advanced civilisation that had been almost universal during the Sixth Age.

Many human societies had degenerated, some to simple savagery, but most to a technical level that no longer supported space flight. Many human populations had perished entirely, lost to natural disasters, wars or disease.

Over the centuries that followed the world of Isori found itself the leading light of a new human renaissance. Isorian explorers eventually rediscovered many of the most populous and technically advanced worlds of the Sixth Age only to find them abandoned or fallen to barbarism.

Having carried the torch of human knowledge during the long darkness, the Isorians were able to rekindle the spark of civilisation wherever they found human survivors. This new Isorian civilisation spread rapidly thanks to the development of integrated machine intelligence – IMTel. IMTel was originally created as a means of conveying technology to the new Isorian colonies of local space.

Now other human worlds that had preserved an advanced nano-based technology were soon joined with the new civilisation. Every new world fed data into the IMTel, further promoting mutual understanding and spread of knowledge. As more and more worlds emerged into Antarean space, they became part of a burgeoning human universe.

This civilisation became known as the PanHuman Concord, a union of IMTel Shards bound together by shared machine intelligence. And so the Seventh Age began, and the PanHuman Concord spread until it encompassed the majority of the advanced human worlds of Antarean space.

THE TSAN KIRI WARS

At about the same time that the Isorians established contact with Antarean space an explorer probe arrived in a new solar system some twenty five light years from Isori. The craft

Of all the countless descendant species of Antarean space, the NuHu are unique in claiming lineage from a single human progenitor. This was a woman called Nayam Isoriym. Nayam Isoriym lived in ages so remote from the present that her full or true name is now unknown. Isoriym is simply a solar or planetary name such as the people of the Antarean universe commonly append to their personal names. It means Nayam of (the planet) Isori.

From Nayam and her five sons, all NuHu of the Antarean universe are descended, giving rise to the five bloodlines of Osu, Kem, Laku, Misa, and Thol. Though many NuHu of the Seventh Age are of mixed blood, many others claim direct decent from one of these ancestors. For this reason these pure bloodlines are collectively known as the Five Sons.

Whether Nayam and her sons were real or merely allegorical figures dreamed up in later ages is impossible to say, but what is certain is that the race of NuHu evolved long ago upon the world of Isori. Even so, they were never numerous, but with their superior intelligence and natural ability to interact with nano-based technology they quickly rose to prominence amongst the great minds of their native planet.

In part thanks to the contribution of these NuHu, Isori was to become the most powerful and influential of all the human worlds of Antarean space, a beacon of learning, technology and enlightened government. From Isori the NuHu spread throughout the known worlds of Antarean space.

They travelled freely, spreading advanced technology and bringing many forgotten worlds back into the fold of a greater humanity. In some places they settled or even became stranded, and so the NuHu of Isori came to live throughout human space, but everywhere they were very few amongst a very great many.

vanished practically as soon as it approached the sun's inner planets, but of course no one on Isori would know of this for twenty five years. By that time the most distant Isorian colonies had already been attacked and wiped out. The probe had stirred an enemy, but what kind of enemy none could yet guess.

In response the Isorians mobilised their fleets, and so began the centuries long struggle between the Isori Senatex and the strange alien race of Tsan Kiri.

Of the Tsan Kiri the Isorians knew nothing at first, except that they were a race at least as technically advanced as the PanHuman Concord and in many ways more so. The two civilisations strove for mastery not only in battle, but also in the technologies that were vital to both. Isorian subverter probes released clouds of nanites onto Tsan Kiri worlds to infiltrate alien machinery. Alien bio-spore infected Isorian planets and gnawed their way into IMTel data bases. Sophisticated security shards protected those databases. Incompatible data was rejected and alien infiltration was isolated. The Tsan Kiri's technology also armed itself to repel

the attempts of Isorian probes to subvert it. Battles ranged over the Isorian colonies. As the fighting neared Isori itself the balance of power swung in favour of the defenders. The sheer distances of interstellar space meant that the Isorians were able to bring their forces to bear upon an enemy whose own lines of communication were stretched across more than twenty light years of space.

When the Isorians went over to the offensive the two civilisations had been at war for nearly two centuries. In that time the Isorians had met their foes upon the battlefield innumerable times, had fought them in the depths of space, and had contested asteroids and the very stars themselves. They came to know their enemy very well. Unusually, the Tsan Kiri were a silicon-based life form, in appearance almost spider-like, though possessed of great intelligence and uncompromising ferocity. They had destroyed several near-neighbouring races before encountering the human colonies of Isori. Using near-light speed drives they had built an empire of a dozen or more star systems. Their homeworld lay almost forty light years from Isori: a huge distance over which to wage an interstellar war.

As the Isorians gained ascendancy upon the battlefield so too they began to overcome the resistance of the Tsan Kiri technology. Much of this alien technology was based upon a biomechanical principle inherently incompatible with human technology just as it was resistant to it. Ironically, it was the Tsan Kiri themselves who provided the Isorians with the means to infiltrate their technical base.

The aliens had devised a silicon-carbon interface spore as a means of attacking the Isorian IMTel at source. At first this was successful and the machine intelligence of the Tsatean Shard was corrupted giving the Tsan Kiri access to all the knowledge of the IMTel. What the Tsan Kiri hadn't appreciated was that IMTel, deprived of its layers of defence by the interface spore, rather than rejecting the influence of the Tsan Kiri technology very quickly merged with it. Unaware of what had happened, Isorian spacecraft carried the modified IMTel from Tsate to Isori. Soon the new hybrid IMTel had spread into Antarean space itself and to the worlds of the PanHuman Concord. This half-human half-alien IMTel brought many new wonders to the worlds it reached. It brought many other strange things beside.

It took a further century for the Isorians to completely overcome the Tsan Kiri. When they arrived at the alien homeworld it was found to be incinerated and lifeless, abandoned by the aliens as they fled from Isori's resurgent armies. Where the Tsan Kiri had fled to no one could guess. By now the Isorians carried new technologies that combined the best of both civilisations. Isorian troops were protected by phase armour and their bodies encased in bio-silicon interface suits. The nanospore of the hybrid IMTel filled the air, flowed in the water, and pulsed through the living tissue of Isorians and all the worlds touched by the new IMTel.

As the new hybrid IMTel spread throughout the PanHuman Concord it encountered IMTel shards increasingly remote from Isori. These distant worlds had preserved sufficient differences in their IMTel that it proved incompatible with the very different IMTel of the Isorians. This wasn't a conscious decision or anything that came to the attention of human understanding. It was simply that two separate integrated

intelligences no longer recognised each other – they were no longer integrated. They had become incompatible. The Isorian IMTel and Concord now formed two separate civilisations that shared a common ancestry, but which were unable to interface. Their populations, driven and moulded by integrated machine societies, neither recognised this as a problem nor considered it a matter they could address. They simply divided. They had become, through no human will or intent, two separate shards. The shard that was host to the Isorian IMTel simply became the Isorian Shard – although upon Isori itself it is known as the Isorian Senatex – the ancient and eternal title of Isorian society.

ISORIAN SOCIETY

The worlds of the Isorian Senatex are part of fully integrated machine intelligence in exactly the same way as the PanHuman Concord. In fact the two societies are practically identical in most respects, sharing a common origin and much of the same technology even though they have been developing separately for hundreds of years. Although their respective IMTel remains incompatible, thanks to the trade links both have with the Freeborn, many scientific advances have passed between the two societies. Very few technologies remain entirely unique to one or the other. However, the Tsan Kiri derived bio-silicon technology that distinguishes the Isorian Shard is unique to it and effectively defines its Antarean boundaries.

In past ages the ancient Isorians were governed by a council of technocrats. This council was called the Senatex. Individual members of this council were known as Senatexis. They included amongst their exalted ranks some of the finest human minds of all time. The first NuHu evolved upon Isori and rose to prominence in the Senatex, providing Isori with some of its greatest leaders over the succeeding ages. From the First Age Isori and the worlds under its influence, its colonies and its allies, became known as the Senatex after this governing body. The title changed its meaning over time so that it became the name not only of the government of Isori but of all the worlds within its sphere of influence. During the Sixth Age the Isorian empire was generally known as the Isorian Senatex.

Today the title of Senatexis is often applied ubiquitously to NuHu within Isorian society. They are the human element of the IMTel in the same way as are the Mandarins of the PanHuman Concord. There is, of course, no formal governing body or council within the Senatex any more than there is in the Concord. The Senatex has simply become the term the Isorians use for their own shard – the Tsan Kiri influenced IMTel that is common to the millions of worlds of the Senatex.

THE ISORIANS AND THE WIDER UNIVERSE

The Isorian IMTel functions in the same way as that of the PanHuman Concord. Where it contacts other advanced nano-based societies it seeks and absorbs data, exchanges data in return, and ultimately functions to expand the society of which it is an expression. Advanced human societies of the Determinate are just as vulnerable to Isorian IMTel as they are to that of the PanHuman Concord. Precautions taken against one will secure a civilisation against both, but neither Concord nor Isorian nanospore can be resisted forever once present in sufficient strength. To a free human society of the

Determinate, the PanHuman Concord and Isorian Senatex are equally threatening and equally to be resisted. There is no preference for one or the other amongst the people of the advanced worlds of Antarean space and little to distinguish them. Given free rein both will subvert any advanced society they infiltrate.

When Concord and Isorian nanospore interface each identifies the other as a threat. Rather than joining together and exchanging information the two react by defending themselves as best they can. Being IMTel societies both attempt to gather data about the other, to formulate defensive strategies and seize tactical assets.

Without any intent or any human awareness battles are triggered that rage over whole planets and entire star systems. It is a cycle that is impossible to break. Both sides are equally matched and as one expands into an adjacent part of Antarean space the other extends elsewhere. The free worlds of the Determinate are often the victims caught in the middle.

Although this means the Isorians have no friendly relations with the PanHuman Concord, thanks to mutual contacts - in particular the Freeborn - advances and information about the wider Antarean universe are carried from one to the other. The Freeborn provide the means by which Isorian technology passes into the wider universe, shorn of its original nano-envelope and 'resharded' with a safe non-interfacing

nanospore. In the same way developments within the Concord are soon taken up within the Isorian Senatex, and for that matter within the broader human universe.

THE ISORIAN MILITARY

The armed forces of the Senatex are raised, equipped and deployed in exactly the same way as described for their PanHuman Concord equivalents. Both IMTel societies are equally powerful and their weaponry and other equipment is just as highly advanced. In all of Antarean space only the Vorl Synthesis has a technology level that is equal to it. Although the general level of Antarean technology is extremely high on all advanced worlds. It is only the advantages offered by IMTel societies that sets the Concord and Isorians above the rest.

The Isorians utilise many of the same kinds of weapons and equipment as other human civilisations. However, there are some technologies that are unique to the Isorians and which distinguish their armed forces from all others. In particular the Isorians make use of Tsan Kiri derived phase shifting technology that has proven impossible to replicate outside of the Isorian IMTel. Isorian phase troopers are equipped with phase armour and wear bio-silicon interface suits that make them look quite unlike other human troops. These technologies give the Isorians an edge in some situations, but overall they are matched by Concord equivalents.

The huge combat drone edged its way between the buildings, its suspensors pulling it over the broken causeway with cautious jerky movements. Two small aerial drones darted through the air in front, making little chattering noises as their sensors probed the rubble for signs of danger. Behind them a larger, heavier drone floated sedately in the huge machine's path. As it moved the air rippled in front of it - an advancing wave of protective energy projected by the drone.

'Go for the bigger aerial drone first,' hissed the inner voice of Dyrane's combat shard.

'Got it,' replied her unconscious mind without for a moment breaking concentration. She steadied the phase rifle and locked it into position with its suspensors. The long-barrelled gun hung immobile in the air. Its rapidly flickering target lock traced the trajectory using data from the twin spotter drones that hung silently to her left and right hand side.

The phase rifle was too light a weapon to stand much chance of damaging the combat drone itself. Taking out its protective 'batter drone' would make it vulnerable, if not to her own slender weapon, then to the deadly plasma cannons carried by the smaller and lighter Isorian drones. The big combat drone would easily spot any enemy if they moved openly against it. For the moment the Isorian force could only watch from a safe distance and wait. But the Concord machine wouldn't see Dyrane. Even the little spotter drones that beeped and squealed as they probed its line of advance couldn't see a phase sniper. Her cam shielding would render her invisible in every spectrum until she was ready to shoot. Ready to kill.

As she watched, the combat drone lurched forward once more, evidently satisfied there were no enemies lurking in ambush. How wrong it was! Its turret arced blindly from left to right in search of a target. The big plasma cannon's core pulsed slowly indicating the weapon was armed and ready to shoot. One blast from that huge gun would vaporise Dyrane in an instant. She would wait for the turret to turn as far away as possible before taking the shot.

'Optimum target opportunity approaching... ten, nine, eight,' the inner voice counted. The shard of a sniper was as close to being alone as it was possible to be, a blend of machine intelligences and a single human mind. No wonder snipers were such a rare and unusual breed: a race apart it was sometimes said. The loneliness would kill most people.

'...two, one, hold... hold... fire!' The thought and the action were as one. The phase rifle cracked in response. The energy pulse flew to its target striking the aerial batter drone full on. The machine shuddered and began to pitch downwards, but before it could strike the ground it had faded to nothing. A perfect shot!

'Target eliminated,' the sniper's shard whispered. Dyrane was already gone. She knew that her cam shields would not protect her now. Only her wits would keep her alive. She ran. An inferno of molten fire engulfed the spot where she had been moments before. Spent spatters of plasma danced harmlessly about her feet. The rising bark of Isorian plasma cannons told her that the Concord drone would soon have plenty to occupy its machine-mind without worrying about a lone sniper. She laughed. Not silently but openly and with genuine joy. The shard laughed with her.

Xilos – The Beginning

The fiery Antarean dawn rose in the shadow of Obureg and there it was – low in the photosphere and pulsing with nascent energy like a tower of pure light. The gateway to the world of Xilos.

A routine Concord exploratory probe discovered the gate leading to Xilos. This was nothing unusual. Such missions are just part of the backdrop to the exploration of Antarean space. The probe had already made three passes through the photosphere and was preparing for the fourth and final pass when it detected the faint resonant signal of a gate. The signal came from a gate at a depth far below the critical zone and in a position where no gate had been recorded. If the probe failed to find the gate quickly it would be consumed within the photosphere of Antares. But such is the life of an explorer probe.

The Xilos gate was found on a portion of the Antarean surface with few other active or useful gates, an unimportant region of emptiness and uninhabited worlds somewhat off the beaten track. It was an area rarely visited even by the ships of the Freeborn that criss-cross the Antarean surface every day. The probe's preliminary survey revealed little about the new world it had discovered, but what it uncovered was enough to prompt the Concord IMTel to send two more probes to gather further data.

What these probes found was unprecedented. Not only did the dense jungles of Xilos conceal the ruins of the largest and most complete Builder cities ever discovered, but also – most astonishing of all – analysis suggested that the system had two gates. There was the gate to Antares through which the Concord probes had reached Xilos, and if the IMTel's calculations were correct there was another gate. Where that gate led – if indeed it led anywhere at all – no one could even begin to guess.

“What cared the Combined Command when we fought the Ghar at Ephra. Did we ask for help of the Concord? Did we beg favours of the Vardari? What do we owe now that you seek the aid of the Council of Algoryn in this war for Xilos?”

General Tar Es Janar



Isorian Phase Troopers struggle through fetid marshes.

THE XILOS HORIZON

Yu Hamnu gestured and the holographic image instantly reformed to show a perfect circle around a yellow sun. It might have been the orbit of some outer planet.

'The gate horizon as we would expect to find it.' As she spoke a slim line extended from the star and where it crossed the circle a tiny pulsating light appeared. 'The projection shows the intersection of Antares and here...' the little light changed colour to bright red, 'is the position of the gate horizon.'

Yu Hamnu allowed the holographic to stand a moment, the winking of the gate horizon drawing her audience's gaze and holding their thought. It was irksome for her to explain such obvious things, things that another NuHu would sense at once without the need for all these cumbersome words. Interaction with ordinary humans tired her so. Yet the IMTel had directed her to this task and the IMTel did not make mistakes.

'What of it?' asked a tall steely-haired man seated in the front row. He wore the uniform of a Concord Combined Command senior officer and an expression that suggested he did not appreciate a lecture on something so commonplace as gate astro-physics. 'Why pull half the Combined Command executive from the other side of Antares to show us the gate horizon to some unexplored jungle planet in the Determinate?'

Yu Hamnu's eyes flickered momentarily without seeing as she allowed the IMTel to course through her mind and cleanse it of the instinctive annoyance she felt at the officer's interruption. She turned to the holographic and with a wave of an elegant hand the image changed once more. The little blinking light vanished as she spoke. 'Because the gate wasn't there.'

In their silence she sensed confusion and disbelief. It lasted only a moment before other emotions began to overwhelm her: outrage, amusement, and perhaps – yes certainly – a little fear too. Being so close to these crude human feelings was unsettling. She made her face a mask

of calm. She pushed away the disorder that threatened her mind

'Come Ambassador!' cried the steely-haired commander. His name was Kamrana Josen. A long scar ran down one side of his face all the way down to his chin, and when he spoke his expression twisted into a snarl. 'What you're saying is impossible. There must be some mistake.' His words echoed the general feeling. The audience began to murmur once he had finished.

Yu Hamnu responded to Commander Josen's assertion the only way a NuHu could. Behind unseeing eyes her mind flowed into the IMTel's tumbling data streams, allowing its infinite capacity for analysis to guide her towards the inevitable conclusion.

'Probability of error is less than zero one double quantum. There is no mistake Commander Josen.' She turned to the holographic and once more the image changed. This time another circle appeared closer to the sun than before. Where it met the projection a new red light pulsed brightly.

'Finding no gate at the horizon the explorer probe used its navigation log to reconstruct its flight path. The probe was able to find the gate where you see it and make the return journey. Once this first probe's data was analysed two further probes were sent. One was to make a detailed survey of the third planet in the system, which we call Xilos.' For a moment the holograph showed a clouded blue-green world of tropical continents and vast polar oceans. 'The second was to analyse the gate and try to find out why it was so far out of position.'

Now no one spoke as she paused. Her features, serene and beautiful, showed no expression, betrayed nothing of the inner terror that such close contact with other humans stirred in her breast. The nanosphere flowed through and around her, entwining her in its infinite data streams, its eternal presence like a whisper in her ear. All is for the best. Be calm. All will be well.

A TRAIL IN SPACE

The Concord Combined Command drew its forces together for an expedition to Xilos. Because the gate to Xilos was positioned far from the Antarean borders of the Concord this took several months to accomplish. The IMTel had no reason to hurry. Xilos had lain dormant for tens of thousands of years without anyone noticing. It had only been found by the remotest chance. The IMTel calculated that the probability of anyone else finding Xilos was less than zero one double quantum. And it is, of course, impossible for the IMTel to make a mistake.

What the Concord Combined Command and the IMTel of the entire PanHuman Concord failed to take into account was that an entirely unsuspected enemy had spotted their probes. Indeed, the Ghar were hardly a factor in the IMTel's calculations. The Ghar Empire's technology hailed from a time so remote and so very primitive that Ghar spacecraft

barely registered on the Concord's sensors. As far as the explorer probes were concerned the scout ships of the Ghar fleet might as well have been part of the common debris of the Antarean photosphere.

The Ghar fleet commander sent a scout ship to follow the probe through the Antarean photosphere. The scout ship was destroyed by the radiant energy of the photosphere but not before its pilot was able to relay his last position back to the fleet. The sacrifice of a few crew was not a matter to concern the Ghar commander unduly, so he dispatched another craft to the last known location of the first.

After some further attempts along the same lines a scout was lucky enough to find the gate and make it back more or less alive. The fleet commander was satisfied that he had succeeded. The Supreme Commander would be pleased to learn of this new world upon the edge of the Ghar Empire.

It would make an excellent base from which to attack the great many degenerates that were known to infest the worlds to the west.

A WORLD IN CHAINS

When the members of the Concord expeditionary force arrived at Xilos they had an unpleasant surprise in store. Not only did they find the planet already occupied but they soon discovered an enemy fleet had closed behind them cutting them off from the gate. Now they were blockaded in the system they had come to explore.

No preparations had been made to fight a war. The Concord Combined Command troops that were part of the expedition were lightly armed and sufficient only to deal with the kind of dangers likely to be encountered on any jungle planet. Ship for ship the Concord could outfight any known enemy in Antarean space, but the expedition's ships were mostly carriers and their opponents were unfamiliar and apparently without number.

Even now dark satellites criss-crossed the planet with quantum gravity bonds that tore and twisted at the mesh of space. Xilos was already a world in chains.

The Ghar had not wasted time since they surreptitiously landed their own force on Xilos. The planet was shielded with quantum gravity nets in the upper atmosphere. These crude and potentially dangerous shields made transmat transportation impossible.

Armed satellites meant that any attempt at a hard landing would be risky too, as craft would have to run a gauntlet of fire. When the Concord fleet fell into orbit the Ghar responded with ground launched missiles tipped with quantum gravity charges.

Confronted by weaponry inimical to the nanospore dependent technology of the Concord the fleet retreated into high orbit whilst the IMTel shard considered its options. Ghar ships continued to attack the fleet like so many tiny insects, a constant annoyance even if they could do little actual harm.

Unable to land or retreat, the fleet's shard arrived at the only decision that logic and data could make: someone had to go for help. The shard, responsible and efficient expression of the IMTel that it was, calculated the risk of doing so to be in excess of seven one points. This was, of course, an unacceptable breach of safety parameters for any mission.

The fleet would instead wait for a better opportunity. The shard would gather more data. Or failing that they would all die a slow death.

In short the IMTel, which was incapable of making a mistake, would simply do nothing. Fortunately, or perhaps unfortunately depending on your point of view, there were some amongst the expedition who were not entirely in thrall to the Concord's IMTel.

A PLEA FOR HELP

Hansa Nairobi and Bovan Tuk were clear of the fleet and through the gate before the IMTel had even registered that their ship had left its hangar: a broad spectrum temporal

phase grenade had seen to that. Barely evading the Ghar blockade the pair emerged into the upper reaches of the Antarean photosphere with their ship's hull ruptured in a dozen places and engines spilling plasma into the void. There was no way their badly damaged craft could reach a Concord gate from its remote position in the Determinate.

All they could do was head for the closest gate that would take them to a human world. By nursing their stricken craft they made it through the gate and the crippled ship was picked up system-side. They were alive and though technically still in breach of IMTel safety parameters they would not worry about it too much. Hansa and Bo had made it as far as an Algoryn Prosperate military outpost.

The Algoryn were not exactly eager to come to the assistance of a Concord expeditionary force so close upon their borders, but in the end they relented. The prospect of the Ghar securing another world to use as a base of operation was just too much for Tar Es Janar, the Algoryn General, to bear.

The price that would be paid was undoubtedly a high one – for the Algoryn could hardly come to the Xilos system without learning of its significance. Soon the discovery would be common knowledge throughout Antarean space, but the immediate problem was how to save the expeditionary force.

It was perhaps not the help the Concord expedition was anticipating. It might not have been the kind of help they even wanted. But it was the only help that stood a chance of arriving before the expedition was wiped out for good.

THE BATTLE FOR XILOS

The Ghar had reinforced their bridgehead by the time Hansa, Bo and the Algoryn fleet entered the Xilos system. The Ghar had started to gain the upper hand over the Concord ships. One carrier had been so badly damaged it was abandoned altogether whilst others had suffered damage and casualties at a rate that could not be endured for long.

The Algoryn, however, had waged war against the Ghar for centuries and understood their weaknesses better than anyone. Tar Es Janar's fleet ran the Ghar blockade, catching the defenders by surprise and taking only light casualties. Soon they had driven away the Ghar ships. The immediate threat to the Concord expeditionary force was averted.

Almost simultaneously five pillars of fire rose from the planet's surface like the plumes of gigantic volcanoes. Whatever was on Xilos one thing was for certain. It was not friendly.

Within a week the Algoryn had effected a landing on Xilos and disabled part of the quantum gravity net allowing the Concord expedition to make its first successful ground transfer. No sooner had they done so than the Concord and Prosperate fleet was joined by two ships belong to the Vard of House Oszoni.

The Freeborn ships had managed to work through the Ghar blockade but two other ships had been lost in the process.

How the Freeborn came to know of Xilos was a mystery. The Freeborn had spies everywhere. Evidently it wouldn't be long before half the universe knew about Xilos.

The Ghar had dug in deep and showed little inclination to relinquish their grasp upon the planet. What interest they had in its ruins is uncertain. If they had any notion that the Xilos system was home to what might be a second Builder gate they showed no sign of it. Very likely the Ghar troops were doing no more than Ghar were ever wont to do: battling for the destruction of the degenerates who called themselves the panhuman race.

As the battle raged over the planet's surface the Concord, Algoryn and Freeborn – initially united against the Ghar – soon began to build bases to consolidate their separate positions. The Ghar blockade was tightened with further

reinforcements and although there was intermittent fighting around the gate no further ships made it through to aid the expedition or its rescuers. The fate of Xilos would be decided by forces already in place.

And as for the second gate – only the security shards of the IMTel of the Concord remained aware of its very existence and the IMTel was not likely to be sharing that secret if it could be helped. Though the search for the gate – if it really existed – would continue it would do so only in the most covert manner.

The IMTel would gather its data, make its assessments and explore the orbit of the Xilos Horizon only when the risk of observation was acceptable. There would be no mistakes. It was impossible for the IMTel to make mistakes after all.

Hansa sat toward the rear of the crowded auditorium his arms folded across his broad chest. He had not seen Yu Hamnu since they arrived three days ago. He watched her now and was both surprised and slightly annoyed to realise that he'd missed her.

As her slim arms rotated the holograph of Xilos he remembered how she had clung to him as they rode the SkyTrans from HiTarn. The stars had blazed above them and the dark ocean raged below, and she had trembled with fear but tried not to let it show.

'The main continents lie along the equator with polar oceans covering approximately eight-seven percent of the surface.' As she spoke the holographic Xilos spun and Hansa saw two long, thin landmasses lying like a green coloured belt around a blue sphere. Yu Hamnu went on to describe at some length the planet's geology, atmosphere, flora and fauna. Hansa paid little attention. It was yet another jungle world and he'd seen enough of those to last a dozen life times.

Hansa was wondering whether he could sneak out quietly without anyone noticing when the image abruptly changed. Now what had looked like mere lumps and bumps on the jungle floor erupted into blocks and lines that took flight and assembled themselves into strange angular shapes. The shapes hovered in the air above a jungle landscape. A dozen perfect octahedrons stretching into the distance.

'This holographic reconstruction exceeds nine zero point probability so we must regard it as approximate.' Yu Hamnu was saying but now no one was listening and everyone was talking excitedly at once. The aerial octahedrons hung like black jewels in the air, mysterious and unmistakable. Those were Builder cities. Xilos was a Builder world.

Suddenly the audience wanted to know everything about Xilos. Yu Hamnu showed them site after site across the planet's surface. Gigantic spindles rose from the ocean depths. Radiating lines circled the planet connecting the Builder cities together. At least four cities as large as the first emerged from the jungle floor. Hansa could barely

believe it. In all the ages of Antarean space not more than a dozen Builder outposts had ever been discovered. It must be more than five thousand years since a new Builder site had been found. Yet here was an entire world of buried cities and treasures as old as Antares itself. A world of technological secrets, of knowledge undreamed, perhaps the key to Antares itself. Just lying there for the taking.

It was just when Hansa was trying to figure out how long it would take him and Bo to fix the ship's engines that he realised the holographic image had changed again. Yu Hamnu was talking about the gates once more. The auditorium was silent as she revealed the sun with its circle and the little flashing light that marked the position of the gate.

'Synthesizing the data from the probe the IMTel has constructed a hypothetical series of outcomes. All of these outcomes could explain why the gate is where it is – a position we have called the Xilos Horizon.'

Yu Hamnu turned to the audience and her eyes flickered briefly. Hansa had come to recognise such moments and knew that she was channelling the IMTel. It must be a struggle for her, he thought, to try and put into words and pictures thoughts that for her existed only as pure data flow.

'Most of these hypotheses are inherently improbable leaving only one credible result with nine seven point probability.' Yu Hamnu's gestured towards the image of the sun. As she did so the circle that bounded it blazed brightly. 'Somewhere within this orbit there is another gate.'

At this revelation there was uproar as everyone started asking questions a once. Had they found the second gate? Where did it lead? Was there another nexus? For a moment Hansa could not quite believe that he had understood. No system had two gates. All system gates aligned directly to Antares connected by means of a trans-dimensional tunnel through null-space. If there was a second gate it couldn't be aligned to Antares.

It couldn't be part of the same nexus. It was the biggest discovery in all of Antarean space.

Quick Reference Sheet

ORDERS

1. Fire Shoot without moving (may use Aimed Fire).
2. Advance Move and then shoot.
3. Run Move at increased speed without shooting.
4. Ambush No move/shoot, but wait for opportunity to react.
5. Rally No move/shoot, but lose D6 pin markers.
6. Down No move/shoot, but more difficult to hit.

Pinned units test Co at -1 per pin:

- | | |
|------|--|
| Pass | Act on order & remove 1 pin (2 pins on roll of 1). |
| Fail | Receive Down order & remove 1 pin (0 pins on 10). |

AGILITY SUMMARY

CROSSING OBSTACLES

Unit Type	Advance M	Run 2M or 3M
Unit other than Heavy Weapon Team/etc	No Ag test	Ag test required to cross unless leaving defensive position
Heavy Weapon Team	Ag test to cross	Cannot cross
Crawlers	Ag test to cross	Cannot cross
Archaic Contraption	Cannot cross	Cannot cross

AREA TERRAIN

Result	Non-large Models	Large Models
Pass on a 1	Full pace/find way through	Full pace
Pass	Full pace	Half pace
Fail	Half Pace	No move
Fail on 10	No Move	No move and 1 pin

MOVES

Action	Standard	Fast	Slow
Advance M	5"	10"	2.5"
Run 2M	10"	20"	5"
Sprint 3M	15"	30"	7.5"

Agility modifiers

- Moving into/through **difficult terrain**: As terrain
- Weapon team with < **min. crew**: -1 per crew short

Agility Test for Sprints

Pass on a 1	No penalty but optional +Ag bonus move and 1 pin
Pass	No penalty
Fail	Exhausted 1 pin
Fail on 10	Exhausted 2 pins

ACCURACY MODIFIERS

Per Pin	-1
Long Range	-1
Extreme Range	-2
Intervening Low Obstacle	-1
Intervening Light Terrain	-2
Aimed Fire (Fire order only)	+1
Rapid Fire (at long/extreme range)	-1
Overhead Fire	-2
Each crew short of full team	-1
Heavy weapon out of arc	-2

A full weapons team is 2 for support and 3 for heavy weapons.

REACTIONS

Go Down	Auto when shot at (Fire/Advance)	Down
Stand and shoot	vs Run when assaulted	Fire
Escape	vs Run when assaulted	Run
Firefight	vs Fire at up to 20"	Fire
Dash to Cover	vs Fire at more than 20"	Run
Ambush	vs Advance or run	Fire

ASSAULTS

Point Blank. The attacker and defender shoot point blank simultaneously. Place pin markers and take break tests resulting.

Hand-to-hand fighting. Both the attacker and defender fight simultaneously – using Strength 'to score hits'. After fighting add 1 pin marker to each unit for each casualty it has suffered. The side with the most pins loses and must take a break test.

Follow On Combat. Where both sides survive the winner can force a round of follow on combat. In the case of a draw surviving opponents can fight a follow on round of hand-to-hand fighting by mutual consent.

Consolidation. Surviving units can make a consolidation move.

BREAK TESTS

Units with pins equal to or more than Command stat are automatically broken and destroyed.

Triggers

- One or more pins per model when shot at and hit.
- Suffers half own number of casualties from shooting
- Defeated or draw in hand-to-hand fighting

Fail

The unit breaks if it has lost > half number or following hand-to-hand fighting. If unit has not lost > half number go down/broken on a roll of 10.

RESIST MODIFIERS

Strike value of weapon	-SV
Resist Bonus of Armour	+RB
Cover (default +2)	+1, 2 or 3

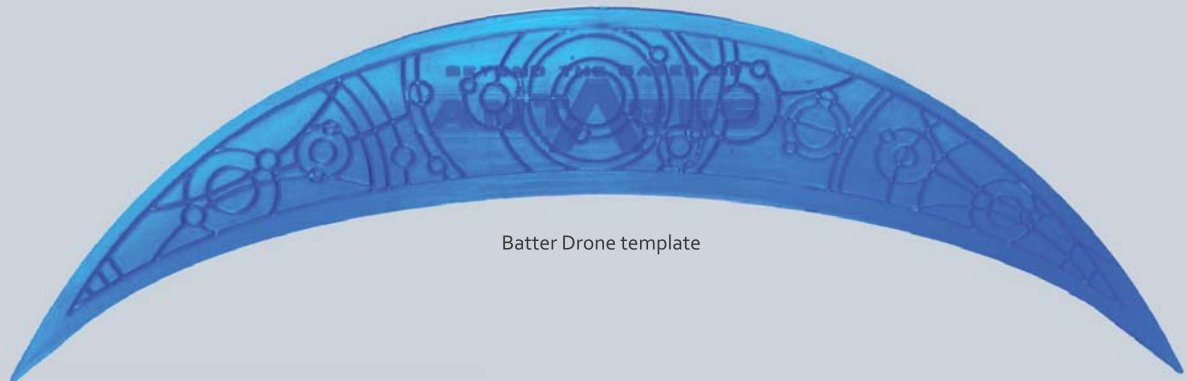
Cover value applies to individual models that are behind/within cover relative to the models shooting at them.

Weapons Summary

Type of weapon	Effective	Range Long	Extreme	Strike Value	Special Rules
Mag Pistol	10	20	30	1	—
Plasma Pistol	10	20	30	2	—
X-Sling	10	20	None	0	Blast D3
Distort Spinner	Hand-to-Hand only			Varies	2 Attacks, Variable Res/Strike, Grenade
Maglash	10	None	None	1	2 Attacks
Lectro Lash	Hand-to-Hand only			1	3 Attacks
Lectro Lance	Hand-to-Hand only			2	—
Tractor Maul	Hand-to-Hand only			2	2 Attacks
Heavy Tractor Maul	10	None	None	3	2 Attacks
Ghar Plasma Claw	Hand-to-Hand only			D4	Random SV
IMTel Stave - <i>Standard</i>	10	None	None	3	3 Attacks
IMTel Stave - <i>Nano Drone Boost</i>	20	None	None	6	3 Attacks, Blast D3, Exhausted
Mag Gun	20	30	60	1	—
Mag Repeater	20	30	None	0	RF2
Plasma Carbine - <i>Single Shot</i>	20	30	50	2	—
Plasma Carbine - <i>Scatter</i>	20	30	None	0	RF2
Plasma Lance - <i>Single Shot</i>	20	30	50	2	—
Plasma Lance - <i>Scatter</i>	20	30	None	0	RF2
Plasma Lance - <i>Lance</i>	20	30	None	4	Choose Target, Inaccurate
Phase Rifle	20	30	100	2	No Cover, RF D6 Fire Only, Concentrated Fire
Compression Carbine	10-20	30	50	2/1/0	Compressor, No Cover
Micro-X Launcher - <i>Overhead</i>	10-20	30	50	0	OH, Blast D4, No Cover
Micro-X Launcher - <i>Direct Fire</i>	20	30	None	1	—
Mass Compactor	10	20	30	3/2/1	Compressor, No Cover
Lugger Gun	20	30	None	0	RF2, Limited Ammo
Scourer Cannon - <i>Dispersed</i>	20	30	None	2	RF3
Scourer Cannon - <i>Concentrated</i>	20	30	40	4	—
Scourer Cannon - <i>Disruptor</i>	20	30	None	1	Blast D4, No Cover, Disruptor
Gouger Gun	10-20	30	None	2	Down, Inaccurate
Mag Light Support	30	50	100	2	RF3
Mag Cannon	30	50	100	5	Massive Damage
Plasma Light Support	30	40	80	3	RF3
Plasma Cannon	30	40	80	6	Plasma Fade
X-Launcher	10-30	60	120	1	OH, Blast D5, No Cover
Compression Cannon	10-30	40	80	7/4/2	Compressor, No Cover, Cycle
Fractal Cannon	30	40	80	2 +1 max 10	Fractal Lock
Frag Borer	20	30	60	3 +1 max 10	Fractal Lock
Disruptor Bomber	10-30	60	120	1	OH, Blast D5, No Crew, Limited Ammo, No Cover, Disruptor
Disruptor Cannon	20	30	None	1	Blast D4, No Cover, Disruptor
Mag Heavy Support	30	50	100	3	RF5
Heavy Mag Cannon	50	100	250	6	Massive Damage
Plasma Bombard	50	100	200	7	Plasma Fade
Compression Bombard	10-50	100	150	9/7/5	Compressor, No Cover, Cycle
Fractal Bombard	50	100	200	3 +2 max 10	Fractal Lock
Heavy Frag Borer	20	30	60	6+1 max 10	Fractal Lock
X-Howitzer	10-50	100	250	2	OH, Blast D10, No Cover
Mag Mortar	10-30	40	50	3	OHx2, Blast D10, No Cover
Heavy Disruptor Bomber	10-30	60	120	2	OHx2, Blast D10, Limited Ammo, No Cover, Disruptor

Templates & Shot Tokens

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



Batter Drone template



Scrambler



Arc



Grip



Scoot



Blur



Scrambler



Arc



Grip



Scoot



Blur



Scrambler



Arc



Grip



Scoot



Blur



Scrambler



Arc



Grip



Scoot



Blur





Ghar Outcasts lay waste to a enemy settlement.



Concord Strike Troopers advance upon their objective.

BEYOND THE GATES OF ANTARES

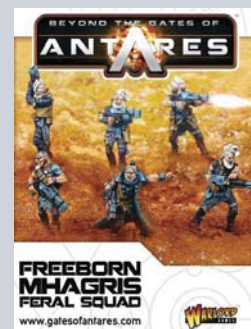
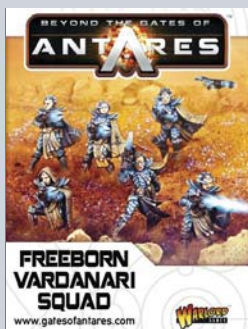
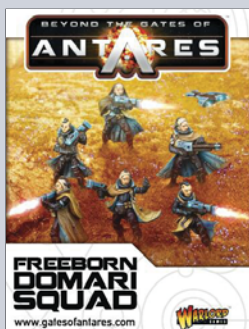
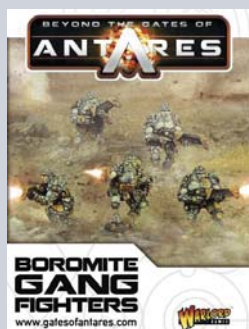
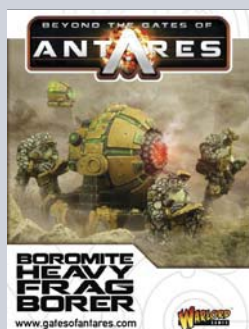
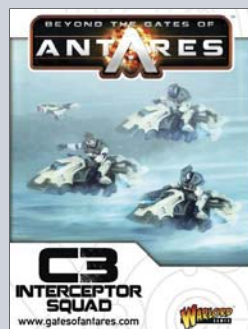
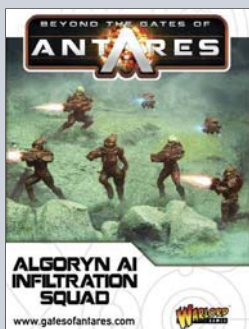
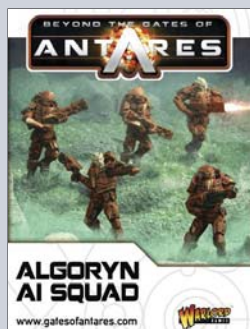


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- 4 plastic Concord support drones.
- 8 plastic spotter drones.
- Strike Leader Kai Lek Atastrin metal figure.
- 12 orders dice.
- 1 Ghar distort dice
- 13 Polyhedral dice.
- Plastic templates and tokens.
- 12 plastic pin markers.

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BEYOND THE GATES OF ANTARES



Beyond the Gates of Antares is a miniatures game set in the distant future, when mankind has spread throughout the realms of space and time following the discovery of a vast and incomprehensible network of inter-dimensional gateways: the Gates of Antares.

Rival civilisations compete to explore the Antarean nexus and expand their influence over untold millions of worlds. Galaxy spanning societies of humans, machines and aliens fight for survival in a universe in which knowledge is power and technology the key to ultimate supremacy.

The *Beyond the Gates of Antares* game can be played with relatively few models or, if preferred, with entire armies depending upon the tastes and ambitions of the players. This book contains all the rules of play, including details of futuristic weaponry, advanced equipment and various kinds of sentient combat drones as well as human troopers. Detailed background information and army lists are provided for the six principle factions of Antarean space:



PanHuman Concord – The NuHu Mandarins of the Concord are but the living elements of an integrated machine intelligence – IMTel – that controls and directs untold millions of worlds. The military shard of the PanHuman Concord is the Concord Combined Command, the most advanced, most lavishly equipped and most deadly fighting force in Antarean space.

Isorian Shard – The Senatex of the Isori encountered a mysterious alien race in ages past, and became both corrupted and enriched by inhuman technologies as a result. Once part of the PanHuman Concord, now the rival IMTel of these two societies has become incompatible, locking them into an unending war for domination.

The Freeborn – The Great Houses of the Freeborn are space-going societies that live upon huge spacecraft, plying the Antarean trade routes and exploring the fringes of the nexus. Proud and independent, the Freeborn are the greatest mercantile power in all Antarean space, purveyors of goods, technology and armed forces to those willing to pay their price.

Algoryn Prosperate – Caught between dangerous and implacable rivals, the stalwart Algoryn fight to maintain their independence in a sector threatened by enemies upon all sides. Centuries of endless warfare have driven the Algoryn to develop a strongly militaristic society dominated by a determined warrior elite.

Boromites – The Boromites are an itinerant race, wanderers amongst the Antarean nexus, a secretive people reluctant to be drawn into the powerful machine-driven societies that surround them. But behind their labour guilds and mining operations lies a sinister organisation the existence of which few even suspect.

Ghar Empire – The Ghar are an ancient bio-engineered race created to fight a forgotten war at the dawn of time. Unable to divert from their primary goal, they continue to fight whoever and whatever they encounter, waging a ceaseless war of eradication with blind and bitter hatred. The Ghar will prevail!



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