

BEYOND THE GATES OF
ANTARES



THE BATTLE FOR XILOS
THE BUILDERS AWAKE



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ANTARES



Beyond the Gates of Antares

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By Rick Priestley

Cover art: *The Battle for Xilos* by Jon Cave

Artwork: Jon Cave, Neil Roberts,
Robert Jenkins, Russ Charles, Anna Bereza

Book design & production:
Paul Sawyer, Anna Bereza

Editing: Duncan Macfarlane,
Justin Shearer, Rick Priestley, Paul Sawyer

Miniatures design & sculpting:
Russ Charles, Paul Sawyer, Steve Saleh,
Wojtek Flis, Jon Cave, John Wigley, Kev White

Miniatures painting and terrain making:
Andrés Amián, Kirsten Williams,
Sarissa Precision, Darek Wyrozebski

Photography: Mark Owen, Andrés Amián,
Darek Wyrozebski, Anna Bereza

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The Battle for Xilos



The Battle for Xilos portrays events taking place in Antarean space in the form of an exciting six-part narrative campaign. The conflict follows the chance discovery of the world of Xilos by Concord exploratory probes, and the planet's subsequent occupation by Ghar forces as described in the launch edition of *Beyond the Gates of Antares*. For the sake of continuity the entire story is told from the beginning. This supplement therefore stands alone and can be used by players regardless of whether they have access to the original launch edition of *Beyond the Gates of Antares*.

The scenarios in this book represent important turning points during the Battle for Xilos. The sixth and final battle, A Greater Conflict, is described only up to the point where the scenario begins. How that scenario ends – and therefore how the different societies of Antarean space are affected by these events – we leave up to you!

Contents

FOREWORD	2	SCENARIO 5: JAIL BREAK	37	Snappers	71
INTRODUCTION	3	Jail Break	39	Drummers	71
Playing the Games	4	Special Scenario Rules	40	Dangerous Fauna	72
THE XILOS HORIZON	5	Designer's Notes	41	ARMOURY UPDATE	74
The Discovery	5	SCENARIO 6: A GREATER CONFLICT ..	42	Weapons	74
A Builder World	5	A Greater Conflict	44	<i>Plasma Duocarb</i>	74
The Ghar	7	Special Scenario Rules	46	<i>Ghar Outcast Rebel Hybrid Support</i>	
The Battle of the Fleets	7	Designer's Notes	48	<i>Weapon</i>	75
Enter the Algoryn	8	CAMPAIGN BONUSES	50	Vehicles	76
The Forging of an Alliance	9	Victory Points and Captured Relics	50	<i>Isorian Takhan Pulse Bikes</i>	76
XILOS MAP	10	Calculating Bonus Points	50	<i>Ghar Outcast Rebel Creeper</i>	76
SCENARIO 1: XILOS LANDING	12	Force Bonuses	50	Equipment	77
Xilos Landing	14	Character Bonuses	51	Creatures	81
Special Scenario Rules	15	Character Bonuses Chart	52	Army List Updates	82
Special Deployment	17	Builder Relics	54	<i>Isorian Army List</i>	82
The Quantum Gravity Generator Station ..	19	XILOS – THE CONCLUSION	59	<i>Algoryn Army List</i>	83
Designer's Notes	20	The Fate of the Vortex	59	<i>Freeborn Army List</i>	83
SCENARIO 2: COUNTERATTACK!	21	Winners and Losers	59	ARMY LISTS	84
Counterattack	22	Concord – Kamrana Josen	60	Ghar Outcast Rebel Army	86
Special Scenario Rules	24	Algoryn – Tar Es Janar	61	<i>Distort Dice</i>	86
Designer's Notes	25	Freeborn – Amano Harran	62	Freeborn Adventurers Army.....	92
SCENARIO 3: EXPLORATION	26	Isorians – Xan Tu	62	Boromite Clan Army	96
Exploration	28	Boromites – Arran Gestalin.....	63	XILOS CHARACTERS	102
Special Scenario Rules	29	Ghar Empire – Karg	64	Ghar Outcast Rebels – Fartok	104
Designer's Notes	30	Ghar Outcast Rebels – Fartok	64	Ghar Empire – Karg	108
SCENARIO 4: TUNNELS	31	INCORPORATING ALLIES	65	Boromites – Arran Gestalin	110
Tunnels	32	Friends and Foes	65	Freeborn – Amano Harran	113
Special Scenario Rules	35	Combined Forces	66	Isorians – Xan Tu	116
Designer's Notes	36	Mercenary Fighters	68	Concord – Kamrana Josen.....	118
		XILOS CREATURES	70	DAMAGE CHARTS	120
		Gulpers	70		

Introduction

The Battle for Xilos takes the form of six new narrative scenarios together with a new army list, new entries for many existing lists, and a whole bundle of additional rules for the Beyond the Gates of Antares game. The scenarios are presented in the form of a wargames campaign that allows players to fight out the events described: the discovery and occupation of Xilos by the Ghar; subsequent battles between the Ghar and Concord, Algoryn, Freeborn and Boromite forces; the arrival of an entire Ghar Outcast army and the fighting between the rival Ghar troops; and the appearance of a substantial Isorian task force at the very end of the campaign. The following forces all take part in the narrative:

Ghar – The occupation forces led by High Commander Karg

Concord – The C3 Xilos Expeditionary Force led by Commander Kamrana Josen

Algoryn – Task Force Rising Star led by General Tar Es Janar

Freeborn Mercenaries – Oszoni Freeborn Mercenaries led by Lord Amano Harran

Boromite – Clan Gestalin led by Guildess Arran Gestalin

Ghar Outcast Rebels – The Outcast army led by High Commander Fartok of the Outcast Rebellion

Isorians – The Senatex trans-dimensional task force led by Commander Xan Tu



Fartok, Leader of the Outcast Revolt

This supplement is designed so that players can make use of the content in various ways, depending on how they wish to approach things, how much time they have to play, and how many players are participating.

Full Xilos Campaign. You can play out the entire campaign of six battles using the forces described. If you do this you can also use the **campaign bonuses** (see page 50) to determine what bonuses or discoveries are available to participants in subsequent games. The results of the sixth game will establish who has won overall and will determine the fates of the participants and the future of the entire Antarean Nexus itself.

Modified Xilos Campaign. You can also play out the entire campaign using any forces chosen to an appropriate points value as indicated for each game. You might also reduce the number of battles by just playing the ones that appeal to you. Players can still use the campaign results charts and run the games as part of a campaign if desired, but this isn't necessary in order to play the games.

Narrative Scenarios. You can play any of the six individual scenarios in this book using any forces you wish in the same way as the narrative scenarios already included in the Antares rulebook. Individual scenarios can be played over and over again, with different forces every time if you want. Notes are included suggesting further variations to try out. Each scenario introduces a different game play innovation that can be carried over into further games very easily.

Army List and Army List Entries. This book contains one entirely new army list in the form of Ghar Outcast Rebels, and additions for other army lists that either extend existing entries or add new ones. Although introduced here for the first time, these new entries form part of the relevant army lists and can be used in any Antares games.

Characters. This book includes rules for several new Antarean characters and – in the case of Fartok – updated rules representing the Outcast High Commander as he stands at the time of the Xilos campaign. These characters can be used in any games on the same basis as other Antarean characters.

New Rules, Weapons and Equipment. This book introduces new weaponry, equipment and a selection of new rules. These are used in the scenarios described, but some have a broader application, notably the Ghar Outcast 'hybrid' weapon teams. Various new rules are covered, including those for combining troops from different lists by incorporating allies – a significant feature of the fighting on Xilos that can also be applied generally if players wish to do so.

PLAYING THE GAMES

All six of the new scenarios in this supplement are more involved than those included in the Antares rulebook and therefore assume players have a reasonable grasp of the game rules. Although the games have not been written with beginners in mind, it is possible to include inexperienced players in teams that also include experienced players to provide any guidance needed.

It is a good idea to read through the scenarios in advance of playing. Most of them involve specific terrain, buildings, or other features, such as kinetic barriers or objective markers, that will need to be prepared beforehand. The forces also vary in terms of what can be included compared to the standard lists, which means players will have to select specific forces for each game. As the objectives of the scenarios differ from game to game, players will wish to prepare forces that are suitable for the mission they are about to undertake.

Some of the games also have a more complicated set-up or deployment than previous scenarios, and it is worth running through this before the game with your players as a 'trial run' so that they can better judge how to do these things before play begins. For example, Scenario 1: Xilos Landing includes a pre-game representing the attacker's drop through the Xilos atmosphere, while Scenario 4: Tunnels requires the players to build a tunnel complex to reach their objective.

You don't need a separate umpire or games master to play any of the scenarios in this book. However, it is always an advantage, and if players are not entirely familiar with the Antares game it is a good idea to have an experienced player on hand to run things, guide the players around the rulebook, and offer such impartial advice as the participants feel is both fair and helpful. The sixth and final scenario – A Greater Conflict – is sufficiently complicated to make at least one umpire or third party helper mandatory. Tea does not brew itself either.

LIKE FATHER, LIKE SON

Hansa Nairobi rose a quizzical eyebrow at the question. 'What do I know of this Amano Harran? That's a strange question, Ambassador!' he replied. He stressed this last word. For Yu Hamnu was a Mandarin of the PanHuman Concord with access to security shards the level of which he could not even begin to guess.

Yu Hamnu processed this remark, eyes flickering momentarily. She either failed to appreciate the irony or chose to ignore it. 'You are familiar with his uncle the Vard and with the Oszoni, this is known to us. In cycle three-two-seven you were contracted by...'

'Yes! Never mind the who or the why for that matter...' He saw Yu Hamnu start at the sudden interruption. 'Can't a man keep just a few secrets from the IMTel!' Her eyes flickered again, a little unsteadily he thought.

'That information comprises a radical uncertainty, Hansa,' she replied. 'It is impossible for even the IMTel to calculate from the basis of the unknown. However, empirical observation suggests that...'

This time it was Hansa's laughter that interrupted her mind's flow. 'Alright, alright! I give in! I surrender!' he cried with mock submission. 'Sure, let's just say that Vard Bero was very appreciative – made no secret of it – but I wouldn't say I really understood him. A Vard of the Oszoni is not the kind of person you get to know. His brother Tiros though – well I knew him well enough. Didn't much like him and he sure didn't like me. Ran with a pretty bad crew, did Tiros. Thought because he was the Vard's younger brother he could do as he wanted. Didn't like it when I showed him he was wrong.'

Hansa paused for a moment as if the memory was distasteful to him or perhaps he was just sifting his thoughts. There were things that he guessed even the IMTel did not know and he'd sooner they stayed that way.

'Well, Tiros fell in with the Vard's enemies who hatched this plot to kill Bero and put Tiros in charge. They were discovered of course, the whole lot of them were rounded up before they could put their plan into action. Bero didn't spare his little brother. Tiros died along with the rest. Amano – he can't have been more than a baby when his father was executed. He was a Harran though, the Vard's nephew, and you know how it is with these Freeborn Doma. Isn't blood always thicker than water.'

'Indeed, the viscosity of blood exceeds that of water by three...' Yu Hamnu suddenly gasped. 'I believe that you did not intend your statement to be enquiry of a physiological nature. I am sorry.' Was that a little colour upon her pale cheek? Was the NuHu embarrassed?

'My fault!' he replied easily. 'Well, the point is that Amano was brought up in the Vard's court, raised like one of his own, with every advantage of his blood. I saw him once or twice over the years when he was growing up, but I can't say as he made much impression back then. Last time I saw him was a few years back before he left the Oszoni fleet by when he was what... twenty two, three standard years I guess.'

Hansa paused uncertain what to say next. He had no facts to share with this NuHu who inhabited a universe of data and probabilities. But she was also human with something like human feelings. Something like intuition. Perhaps she would understand.

'I don't know what it was,' he said, 'and I can't explain it. But I had the eeriest feeling I was in the presence not of the son but of the father. It was something about the eyes. Something like recognition and... something worse... despite every outward appearance of friendliness and trust it was hatred. Pure hatred.'

Yu Hamnu tilted her head slightly upon her long, pale neck. It was a tellingly mechanical gesture. 'I am puzzled, Hansa,' she said. 'What reason might Amano Harran have to hate you?'

'What reason indeed!' he replied, but he would say no more about Amano Harran.

The Xilos Horizon

This section recounts the complete story of the Xilos Horizon, its discovery, and the involvement of the various factions up until the events depicted in the first scenario. Further fiction segments describing events prior to the arrival of the Concord expeditionary force on Xilos can be found in the launch edition of the Beyond the Gates of Antares rulebook.

THE DISCOVERY

It was a humble exploratory probe that first discovered the world of Xilos. This is not unusual: such missions in search of new worlds form a routine part of the Panhuman Concord's exploration of the Antarean Nexus. The tiny probe made three long passes through the Antarean photosphere, and was about to begin its fourth and final pass before turning for home when it detected the faint resonant signal of a gate far below. The signal came from great depths and a region where no gate had ever been recorded before. The probe knew that unless it could quickly locate and lock onto the remote gate it would be consumed by the intense heat of the photosphere. There would be only one chance. But such is the life of an exploratory probe.

Some months later the exploratory probe returned to the world that was its home. Its nano-cored casing was battered, its sensors broken and burned, and the last of its energies practically exhausted. However, despite its injuries and many exertions, the probe was overjoyed because it had discovered a new world in the very depths of the Antarean Nexus. The probe's precious data was duly absorbed into the Integrated Machine Intelligence that ran every aspect of society in the PanHuman Concord: the infallible IMTel that was the expression of every living machine and every organic creature within its compass. The IMTel cogitated the probe's discovery: the basic details of planets and their positions, the solar body, and such physical characteristics of the newly discovery system as the little exploratory probe had meticulously gathered. As it did so, the IMTel uncovered something it did not understand. Which was, of course, so improbable as to be practically impossible.

The anomaly was simply this. Every system that was part of the Antarean Nexus connected to it by means of a single gateway. The position of this gateway was a simple factor of its sun's energy output and position relative to the visual position of the star Antares. This position was called the system's gate horizon and it never varied from one solar system to another. But the gate horizon of Xilos was in the wrong place. The tiny exploratory probe, failing to find the gate where it expected it to be, had almost been lost as a result. Fortunately for all concerned, the probe had managed to retro-calculate the position of the gateway from its own internal log and make its escape. For a gate to be in any other place than the regular horizon could only mean the proximate presence of another inter-dimensional body. That would

*Ghar Command
Crawler*



suggest that the Xilos system contained a second gate. Such a thing was entirely unprecedented. The chance of a system having two gates was so slight it was impossible for the IMTel to even calculate. A value of zero one double quantum scarcely came close! There was only one thing to do, and that was to dispatch a second exploratory mission. For the IMTel was nothing if not diligent.

A BUILDER WORLD

Two further probes were promptly dispatched to gather more information about the curious new gateway and the worlds that lay beyond. Their mission confirmed the data from the initial probe, but failed to discover any sign of a second gate within the system or any explanation for the anomaly. However, the survey of the third planet in the system revealed something that immediately escalated the new-found gateway to supreme importance. In the shadow of the encircling mountains that comprised the planet's equatorial continent, covered by dense tropical jungles, lay the ruins of a great and manifestly ancient civilisation. The pattern of the ruins was familiar. Certain features among the ruins had been seen before, though never in such quantity nor anywhere near so large. Beyond all doubt, Xilos was a Builder world.

What the Builders called themselves no one can say, for nothing of their language or culture has survived, only remnants of their once pre-eminent civilisation scattered diffusely throughout Antarean space. Even their name derived from an assumption rendered unassailable by the passage of time, namely that it was they who constructed the Antarean Nexus itself. Likewise it is impossible to know what happened to the Builders, whether they perished or moved on in some way, or even whether their descendants still inhabit the nexus in some fashion. Theories abound and the careers of

many a professor of xeno-palaeontology have been built upon such speculation. Whatever happened to the Builders, it happened so long ago that their once mighty cities have since succumbed to the ravages of time: ground to dust by wave and wind, buried and fossilised beneath strata of rock, or subsumed by tectonic induction and rendered into molten magma. But the nexus is a puzzling weave of time and space, and occasionally a gateway will open into a system belonging to an older phase of time. Only a tiny portion of such worlds might contain evidence of Builder activity, and perhaps only a tiny portion of those might reveal actual Builder technology in a sufficient state of preservation to be studied. Over the millennia in which humans have lived in Antarean space such chance discoveries have led to some of the most profound advances in science. Most of the advanced technologies of the PanHuman Concord and Isorian Senatex are derived from the analysis of fragmentary remnants of Builder machines patiently excavated from the ruins of their abandoned worlds or which turn up in the cache of other civilisations themselves long dead.

In all the human history of Antarean space fewer than twenty positively identified Builder worlds have ever been discovered. Most of these consisted of just a few buildings or an extended complex. Even the largest sites were little more than outposts; isolated settlements, the ruins of which have been intensely studied ever since. Most sites were so ravaged by the passage of time that only pioneering research over many centuries yielded the most meagre results. But even the most meagre secrets of the Builders were treasures indeed! The last time a Builder world had been discovered at all was in the

Trisapient Age more than five thousand years ago. The identification of Xilos as an undiscovered Builder world with ruins spanning an entire continent was therefore something that shook even the Integrated Machine Intelligence of the PanHuman Concord.¹

Following these astonishing discoveries, the Mandarins of the PanHuman Concord, set in motion those events which would eventually bring a Concord Combined Command (C3) task force to the world of Xilos. Forces were diverted from across whole segments of Antarean space: spacecraft, troops, explorers and teams of scientists from trans-dimensional physicists to xeno-palaeontologists both human and machine. This substantial party was destined to land upon Xilos and establish a base of operations, while the space-borne search would continue for the hypothetical second gate that had eluded discovery. As a scientific expedition the mission was essentially peaceful in nature but the planet was plainly a wild and potentially dangerous place. The importance of Xilos alone required that the expedition fall under overall Concord Combined Command, and the individual chosen for the job was Commander Kamrana Josen. Josen was one of the Concord's most experienced of all its senior commanders, with a proud record of decisive and independent action and a medal ribbon that testified to his personal courage. The troops and equipment included in the expedition reflected the intended role the military would play on Xilos. This was never anticipated to include fighting a full-blown war. However, events were already taking place on Xilos that would throw the modest C3 expeditionary force into just that role.

¹The number of Builder sites uncovered is undoubtedly greater than this, but the potential for plunder and exploitation means there is a great incentive for explorers to keep their discoveries quiet. The Freeborn are certainly capable of such deception and have much to gain from it. This is one of the reasons why individual Builder artefacts lacking provenance are more common than the paucity of Builder sites might otherwise suggest.



Ghar forces hunt human invaders.

Believe me those things might look crude but don't underestimate what they can do! These Ghar are something else. Their tech is so primitive your combat shards will hardly know what you're up against. You'll need to fight 'em on their own terms. Trust your instincts and keep to cover. Don't waste your time taking pot-shots, you'll just be a target. Get into a good ambush position and hit 'em all at once when they move forward. Pour on the firepower and you'll see they can't cope with it. Then hit 'em hard while they're vulnerable! Those suits are pretty resistant to carbines – but a plasma cannon will tear 'em apart soon enough. You'll see!



THE GHAR

The entrance to the Xilos gateway lay in the northern tropics of the Determinate close to nowhere in particular, situated in a largely uninhabited region between the Ghar Empire and the worlds of the Algoryn Prosperate. Such Freeborn craft of the Oszoni as were wont to ply these long and profitless routes rarely troubled themselves to divert from their schedules to explore. As far as the High Council of the Algoryn was concerned, the barren wastes that separated them from the Ghar were their best defence from attack, for Ghar fleets had only a limited range of operation and the emptiness of this region of space had so far denied them the forward bases they would need to mount an assault upon Algor itself. While the IMTel of the PanHuman Concord drew together the elements of its expedition to Xilos, the potential presence of the Ghar did not enter its long and exacting calculations. Indeed, the IMTel of the PanHuman Concord was scarcely aware that the Ghar existed, for neither its explorers nor its armed forces had ever knowingly encountered that strange and savage race. This was perhaps not as surprising as it might seem, for the technology employed by the Ghar was so primitive compared to the general sophistication of space-faring races that it was practically unrecognisable by Concord sensors. Any Ghar spacecraft detected by Concord probes were likely to be identified as drifting wreckage or just part of the general debris of the Antarean photosphere.

In fact the Concord probes had been spotted by a patrolling Ghar fleet whose wily commander despatched a scout ship to follow the probes. Because Ghar ships are relatively unprotected against the pressures in the deeper parts of the Antarean photosphere this ship was crushed before it could find the gate. Fortunately, Ghar fleets have many scout ships, and many brave Ghar pilots who understand their duty, and after the expenditure of a number of ships the gateway was eventually found. This discovery of a world upon the edge of the territory of the hated degenerates was a great triumph for the fleet commander, who had no doubt that the Supreme Commander would be pleased to acknowledge his success. The world would make an excellent base of operations to launch attacks upon the eternal enemy. The Ghar would certainly prevail!

The Supreme Commander was indeed pleased to learn of the discovery and – not being accustomed to overlong consideration – immediately despatched his greatest and most successful commander to take control of the system and establish a Ghar base upon its third planet. This was High Commander Karg, the Victor of Ephra, who had successfully evacuated the Ghar forces from that world following the disastrous attempt of Karg's one-time rival Fartok to capture it. Fartok's defeat and subsequent disgrace had proven Karg's making, for now he was the undisputed favourite of the Supreme Commander and considered most likely to succeed him in the fullness of time. The establishment of a base upon the new world would provide Karg with another step in the service of his race and Empire – perhaps a step towards the ultimate service of all.

THE BATTLE OF THE FLEETS

The fortification of Xilos – called Army Group Karg Forward Base One by the pragmatically minded High Commander – was undertaken with the kind of ruthless intent that was bred into the Ghar race by its creators so many thousands of years ago. A substantial fleet base was established in orbit. The planet was shrouded in a quantum gravity net maintained by plasma generators scattered throughout the planet's equatorial continent. Quantum Gravity nets – or QG nets – were just one of those technologies that marked the Ghar out as primitive compared to the rest of Antarean space. The net effectively made it impossible for enemies to use their transmat technologies to transfer people or materials between orbiting ships and the planet. Ghar made no use of such degenerate technologies. The QG net had always proven an excellent first line of defence against attack. There was the added benefit that QG spatial distortion severely disrupted the nanospore dependent technologies of their enemies. In addition to this disruptive shielding, drone satellites in low orbit provided more substantial defences in the form of quantum gravity tipped missiles and proximity triggered disruptor mines.

The Ghar paid practically no attention to the occasional ruin or such signs of the planet's former inhabitants as they came across. In some cases they built their plasma-powered quantum generators over the ruins they found. In other instances they blasted platforms into the mountain sides to provide a level footing for their machines. Pollution from crude Ghar powerplants soon began to kill off the jungle and – did the Ghar but know it – affect the still functioning technologies that survived deep in the heart of Xilos. Most of the damage caused by the Ghar to what remained of the Builder civilisation took place underground and out of sight. The Ghar have a natural aversion to strong light. In the steely corridors and metallic chambers of their subterranean home world it was always comfortably



Hansa Nairobi and Bovan Tuk

gloomy and the air listless and pleasantly stagnant. The nightmarishly bright light and ghastly humid air of Xilos were not to their tastes, and so the Ghar dug deep into the mountains and into the tunnels and caves that they found there. The ancient underground cities of the Builders were soon transformed into Ghar redoubts, arsenals, and workshops where Ghar machinery whirred and clanked and poured out its radiant energy.

Karg had not expected to be attacked so soon. When the Concord expeditionary force turned up he was only too glad of the sturdy defences he had so diligently ordered to be constructed. As the enemy ships fell into orbit they were assailed by quantum tipped missiles and soon driven into a high station beyond range of the Ghar's formidable planetary defences. There the enemy ships were met by the Ghar fleet and a fierce battle raged between them. Many of the Concord ships had already been badly damaged during the retreat from low orbit and more would be damaged during the battle, but the Ghar found it almost impossible to destroy any but the smallest and most vulnerable of the enemy vessels. Karg, monitoring events from his redoubt upon Xilos, ordered the bulk of the fleet to disengage, to set up a blockade around the gateway, and to send to Gharon Prime for reinforcements. Only a few of the most mobile Ghar squadrons and a contingent of ground-based interceptor craft would remain close to Xilos. The enemy fleet was left in high orbit around Xilos, unable to approach any closer, subject to constant harrying attacks by Ghar interceptor craft, and unable to retreat through a gateway now held by their enemy.

The result was a standoff between the Ghar and the Concord expeditionary force. The Ghar land forces were blockaded by the Concord fleet. The Concord fleet in its turn could neither

retreat nor approach closer to Xilos. Furthermore, the Concord ships had been badly damaged in the fighting, and stood to suffer further attacks from the portion of the Ghar fleet that remained around Xilos. While Karg remained in possession of the planet he knew he could afford to play a waiting game. For the Concord forces, now rendered out of contact with the rest of Antarean space, there was no obvious escape.

ENTER THE ALGORYN

Behind the secure network of the C3 security shards Commander Kamrana Josen ground his teeth and cursed. He was a man of action. He was in charge of the expedition. But even he was powerless before the inviable protocols of the fleet's IMTel shard. For – as everyone knows – it was impossible for the IMTel to make a mistake. All the great minds of the fleet, of Josen's officer complex, and even NuHu Ambassador Yu Hamnu had therefore come to the same inevitable conclusion. Any attempt to break through the Ghar blockade and go for help was doomed to failure. They had no choice but to sit it out, to gather more data, to analyse the problem in more detail, and eventually to arrive at a certain and – therefore – a *correct* conclusion. For the shard of the IMTel that was the Concord fleet's machine-mind was not about to make a mistake. Indeed, it was impossible for it to do so.

There were, however, two individuals in the expedition who were accustomed to making mistakes. Arguably they had plenty of experience of doing so, and – if truth be known – relished the opportunity for further practice. Freeborn by birth and devil-may-care by nature, adventurer, mercenary and occasional agent of the Concord, Hansa Nairobi was not about to stand patiently by while the IMTel decided they were



Algoryn Intruders speed through the jungle undergrowth.

all doomed. His partner, Bovan Tuk, was even less likely to be swayed by the hectoring warnings of machine intelligence, for he was a warrior chieftain of the Mhagris with a barbarian's contempt for technology that did not know its proper place. Together they resolved to make a break for it in their agile ship and to go and fetch help. The IMTel had barely time to register the data from the hangar security shard before Hansa and Bo were running the Ghar blockade and heading for Antarean space.

The IMTel shard may not have reckoned with the two mercenaries but in one respect at least it was entirely correct. Although Hansa's sleek spacecraft successfully evaded the Ghar blockade the damage it sustained as a result would ordinarily have been enough to destroy both it and its crew. With the tiny craft's last power reserves it had only been a matter of luck that enabled Hansa to pilot the ship through the nearest gate. It was only by good fortune that this gate took the disintegrating craft so quickly to an Algoryn military outpost. And it was only in the nick of time that the stricken craft was intercepted by an Algoryn patrol system-side and the two mercenary adventures rescued from certain death. By any rational calculation Hansa and Bo should have been dead. Their continuing existence was – if nothing else – an affront to every personal safety parameter enshrined within the IMTel.

For the Concord to ask for help from the Algoryn was as unthinkable as it was for the Algoryn to come to the aid of a Concord expedition, but nonetheless Hansa was able to persuade his rescuers to do just that. The danger to the Prosperate posed by an operational Ghar base on their doorstep was too great for the Algoryn to ignore. That Hansa had betrayed the Concord and revealed the secret of Xilos to a Determinate power beyond the IMTel did not trouble him greatly. Of more concern was the danger of exposing the proud and independently minded Algoryn to direct contact with the Concord's ferociously acquisitive machine intelligence. These were problems that would affect the conduct of all forces on Xilos over the months to come. For now, however, the immediate danger was to the trapped Concord expedition, and its only hope came in the shape of the forces of the Algoryn Prosperate. It was an argument that even General Tar Es Janar, the commander in charge of the outlying sector of the Prosperate closest to Xilos, could not ignore. In ordinary circumstances any action beyond his area of command could only be undertaken with the assent of the High Council of Algor. The Council would in any case have insisted on a full and detailed debate before allowing forces to be committed. Tar Es Janar realised there was no time to consult the Prosperate's leaders, not if the Concord expedition was to be saved and the world of Xilos denied to the Ghar. Despatching a ship to his homeworld detailing the reasons for his decision and consequent course of action, Tar Es Janar assembled his troops into a relief force and headed for Xilos. That he did so without the mandate of the Council meant that he was guilty of treason. That too would be a problem for another day.

THE FORGING OF AN ALLIANCE

Hansa Nairobi and Bovan Tuk returned to Xilos with General Tar Es Janar and the newly assembled Algoryn task force *Rising Star*. *Rising Star* was the name of the fleet's flagship and it was standard practice that the same name be used to



Ghar Battle Squad

demark the whole task force. It was an optimistic designation under the circumstances, considering that the General would almost certainly forfeit his command by acting without Council authority and very likely faced disgrace and exile as a result. The Algoryn task force hurled through the gate aiming to speed past the defences to minimise casualties. Luckily for the Algoryn, the Ghar fleet commander had already depleted his own forces to support the attack upon the Concord fleet around Xilos. The sudden appearance of an entire enemy battle fleet caused the Ghar commander on the spot to hurriedly recalculate his mission's parameters of success, after which he was proud to execute an entirely successful withdrawal while the enemy passed rapidly by. Three Algoryn vessels were caught in the blast of disruptor mines, destroying one and badly damaging two others, but the few Ghar ships that attempted to give chase did so in a half-hearted manner and were easily outpaced. The fleet had suffered minor battle damage but it had broken through the blockade.

Karg's strategy of wearing down the Concord fleet appeared close to success. The Ghar had gradually tipped the balance in their favour by concentrating their daring hit and run attacks against the larger and more weakly defended transport ships. One of the Concord carriers, having suffered damage well in excess of all crew welfare protocols, was abandoned together with a great deal of the expedition's equipment and supplies. Human casualties among the fleet were mounting with each successive attack and the fleet's ability to repair and maintain itself was being quickly eroded. The Ghar were moving in for the kill.

The arrival of the Algoryn fleet, led by the mighty battleship *Rising Star*, turned the tables on the Ghar and dashed Karg's hopes of destroying the invaders in space. Unlike the forces of the Concord, the Algoryn had been fighting the Ghar for centuries. They understood more about their methods and weaknesses than anyone. The battle was brief and all the Ghar ships around Xilos were either destroyed or driven off to join the rest of the Ghar fleet blockading the gate. The Concord expeditionary force had been badly mauled but it had survived. With help from the Algoryn, the damage to the expedition's ships was repaired. Its personnel were safe at least for the immediate future. As for the planet's defences, those were too formidable even for the *Rising Star* to approach, and remained the sole obstacle to landing upon Xilos.

PLANET NAME: >KILOS

C3 IDENTIFICATION CODE: 187-C63-45

ATMOSPHERE: HIGH O2, HIGH CO2, SHARD-COMPATIBLE

LIVING FORMS: VARIABLE

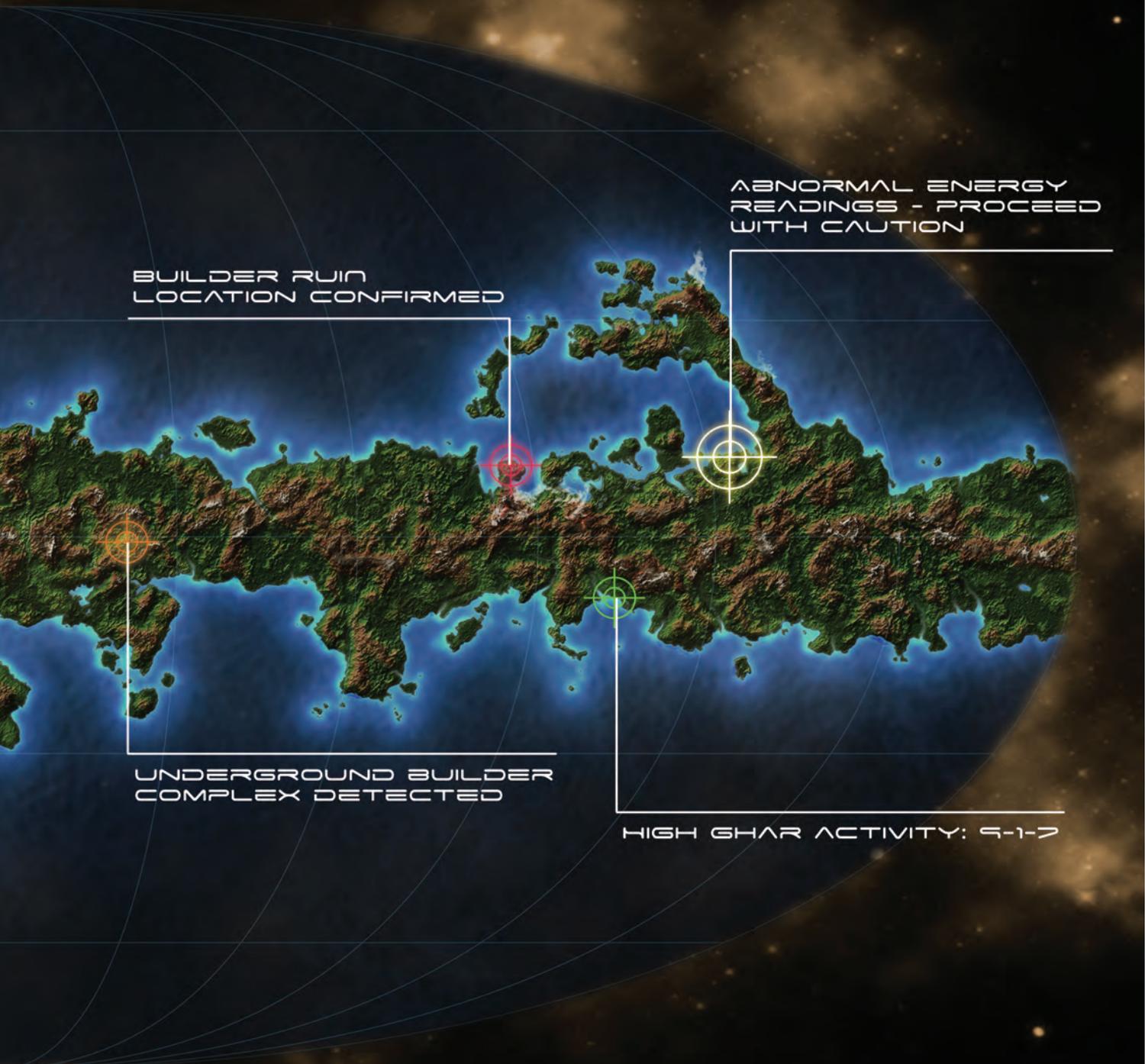
LANDING DIFFICULTY ASSESMENT: 8-4

MISSION SUCCESS PROBABILITY: SUB-OPTIMAL





SAFETY PARAMETERS BREACHED
WARNING! UNQUANTIFIED RISK TO
WELL-BEING AND HARMONY



BUILDER RUIN
LOCATION CONFIRMED

ABNORMAL ENERGY
READINGS - PROCEED
WITH CAUTION

UNDERGROUND BUILDER
COMPLEX DETECTED

HIGH GHAR ACTIVITY: 5-1-7

IMTEL V.6.20.5/87

Scenario 1

Xilos Landing – The Orbital Attack

The arrival of Algoryn task force Rising Star led by General Tar Es Janar saved the Concord's Xilos expedition from certain destruction. Algoryn and Concord ships, acting in unison, drove the Ghar fleet from the orbit of Xilos. The Ghar fleet commanders withdrew their remaining spacecraft to the system's gate, where they were ideally positioned to intercept ships emerging system-side. This left the victorious Algoryn and Concord fleets poised in distant orbit around the world of Xilos. The Ghar ground forces still controlled the planet together with the formidable defences they had constructed upon it. Their enemies' ships were forced into a remote station safely beyond the range of the defenders' crude but deadly quantum tipped missiles. The immediate threat to the Concord expeditionary force was lifted; however, the Ghar blockade of the system's gate still made retreat impossible, forcing the Concord and Algoryn into an uneasy alliance.

In the ordinary course of events an alliance between the PanHuman Concord and a Determinate power would have taken many months, if not years, to negotiate. It would have

engaged hundreds of ambassadors, necessitated the creation of multi-layered security shards, and required the establishment of neutral ground protected by a succession of steriliser shells. That the Algoryn and Concord were able to overcome all of these obstacles and reach an immediate working arrangement speaks volumes for the vision of Tar Es Janar and Kamrana Josen, the respective commanders of the two forces involved, as well as the diplomatic skills of Concord Ambassador Yu Hamnu. A strong bond would grow between the two rival commanders over the course of the war. However, the basis of trust was established almost immediately and was no doubt based in part upon a mutual respect for - and exasperation with - Hansa Nairobi whose daring mission had saved the expedition.

The planet was defended by a global quantum gravity net reinforced by drone satellites in low orbit. These satellites were armed with a mixture of missiles and proximity triggered disruptor mines. This was the first encounter between the forces of the PanHuman Concord and the Ghar. Lack of data



Algoryn drop and support capsules make their landing on Xilos.

about their enemy forced the Concord IMTel into something of an impasse. Ghar armaments are of a relatively primitive design and make use of dangerously unstable technologies long since abandoned by the other space-faring races of Antarean space. However, their very crudity posed specific dangers to Concord forces. The biggest problem was the impossibility of operating an open nanosphere through a quantum gravity field. There was also the unquantifiable and unpredictable risk to connectivity from high-energy fall out such as disruptor discharge and radiation spillage from plasma reactors. All of these things ruled out the use of orbital transmat to land troops on Xilos, even assuming ships were able to get within range without coming under attack. Although the expedition was equipped with a number of light lander craft, it was doubtful if these could penetrate the planet's defences.

Prosperate equipment and tactics are far less reliant upon the kinds of advanced technology employed by the Concord. Algoryn leaders are also accustomed to taking risks which few C3 commanders would dare. It was therefore agreed that the attack upon Xilos would be spearheaded by the Algoryn. Among the equipment available for making planetary assault the Algoryn had brought a full complement of drop capsules. Such capsules can carry a troop squad or support weapon, and some are designed to form strongpoints once landed. The plan was for the first wave of attackers to plunge straight through the Ghar defences and steer towards quantum gravity generator stations on the surface. Once landed, the Algoryn would capture and destroy the generator stations, opening a gap in the protective net through which it would be possible to drop a second wave of troops. Eventually the defences would be sufficiently weakened to establish beachheads and construct temporary transmat pads. These would enable both the Concord and Algoryn to operate their transmats at longer ranges and place additional troops on Xilos without exposing spacecraft to the planet's remaining defences.

The Algoryn plotted over thirty likely locations of generator stations, identified by their corresponding gravity well signatures and distortions in the quantum gravity net. Of these, four sites were earmarked for attack, and eight groups of attackers were assembled to make the landings. Four would go in as the first wave and a further four would form the second wave reserve. Drop capsules were first transferred to smaller fleet transports which carried them to within missile range of the defences and towards their targets. Once above their stations, the armada of tiny capsules began their descent. Descent defence drones mixed into the drop formations intercepted many of the incoming missiles and mines. Three of the four first wave groups managed to penetrate the defences with the loss of only a small proportion of their capsules and began the attack. The fourth group was less lucky and its leading formation was almost wiped out by missiles, causing those behind to divert from their target to avoid the debris left in the wake of their comrades. This group ended up scattered over a wide area and by the time the attackers regrouped the enemy were ready and waiting.

The Ghar had necessarily spread their forces over the entire continental surface. Where they were fewest – facing the first and second groups – they were overcome after several

WELCOME BACK, HANSA

Security shards clicked into place and the transmat flashed briefly amber before the beam settled to an ambient green.

'Green is good... green is go!' proclaimed Hansa Nairobi cheerily. His gigantic comrade in arms merely grunted. Bovan Tuk had heard the mantra repeated this exact same way each time Hansa stepped into a transmat. It was, he assumed, a necessary part of the magic.

It was basic human instinct to close your eyes during a transfer. The sudden change in light levels, the jarring transposition of being in one place and suddenly being in another, the differential air-pressure: all in all it was just more comfortable that way. Not that Hansa took much comfort when he opened his eyes and found a deputation of Concord troops in front of him. And standing in front of them was General Kamrana Josen.

'Hold it right there, you're under arrest!' The General snapped and a trooper held a notice of detention authorisation holograph application B9-273011/7 for Hansa to see.

'Sign here!' The consent to detention icon glowed innocently at the foot of the form.

'Ah... the welcoming committee,' beamed Hansa. 'How good to see you, Hansa! Thanks for saving the fleet, Hansa! What would we do without you, Hansa?'

'Sign!' Josen's bark cut short Hansa's impromptu welcome to himself. The consent icon beckoned his approval. It was a curious aspect of the PanHuman Concord that it was impossible to actually arrest anyone who did not wish to be detained. Hansa had never understood it. He certainly wasn't about to grapple with the issue now.

'Certainly not!' exclaimed Hansa stepping from the transmat pad and finding his way barred by the business ends of several plasma carbines.

'There are provisional protocols embedded in the expedition's security shards that give me the authority to make you!' Snarled Josen. It was as close to a threat as operational procedures allowed. Even then it was pushing things a bit.

Hansa bridled and stepping quickly away his hand came to rest upon the holster he wore upon his thigh. Bovan Tuk too stepped from the transmat to stand beside Hansa. The enormous Mhagrid warrior towered threateningly over the troopers. The troopers raised their weapons.

Silently sliding across its captive suspensor field, the portal to the room gently receded. Through it slipped the long and elegant form of Yu Hamnu, NuHu Ambassador of the Concord. She halted at the sight of the two men and, for the briefest moment, Hansa imagined he glimpsed the faint warmth of a smile upon those cold and beautiful lips.

'Hansa Nairobi,' she gasped. 'You are alive!'

hours of fierce fighting. Although the defenders rushed reinforcements forward, the Algoryn were able to hold out long enough for two of the reserve wave groups to make virtually unopposed landings; enough to establish the necessary bridgehead. Meanwhile, the third group had unluckily chosen a target close to a large Ghar force concentration, and found itself unable to make progress. This fighting would drag on for several days and would only end when the Ghar chose to abandon the site as no longer worth fighting over – their quantum gravity net having effectively been breached by that stage.

The fourth attack group suffered extremely heavily as a result of its early misfortune. Its commander chose to withdraw into the surrounding jungle when it became obvious that it would be impossible for the force to achieve its primary objective. Over the following weeks these isolated Algoryn launched a series of hit and run attacks, causing considerable disruption to Ghar reinforcements, until such time as they were able to join up with advancing ground forces. However, by then the Ghar had abandoned their defences and fighting had progressed into a bloody battle amidst the jungles and ruins of Xilos.

XILOS LANDING

This game represents an attack upon one of the Quantum Gravity Generator stations that maintain the Ghar's defence net above Xilos, preventing their foe from making a conventional landing. The Ghar deploy on the table and receive further reinforcements during the game. The Algoryn attackers must run the gauntlet of Ghar defences and land their drop capsules as close to the target as possible. The attackers must capture or destroy the generator station. The defenders must prevent this happening.

RUNNING THE GAME

This is an attack/defence type scenario in which the attacker has to deal with an uncertain deployment and a challenging time limit. The deployment of the attackers via drop capsules is a key part of the game, and is presented as a mini-game in its own right. Allow a little extra time to play through the drop before the scenario begins. Depending on the success of the drop the attackers will have to adapt their approach and decide whether to press forward with their main objective or settle for survival.

THE FORCES

This scenario is the first game in the Xilos campaign series and is presented as a battle between the Ghar (defenders) and Algoryn (attackers). The game can also be played with other forces if you wish – see the notes at the end of the scenario for further suggestions.



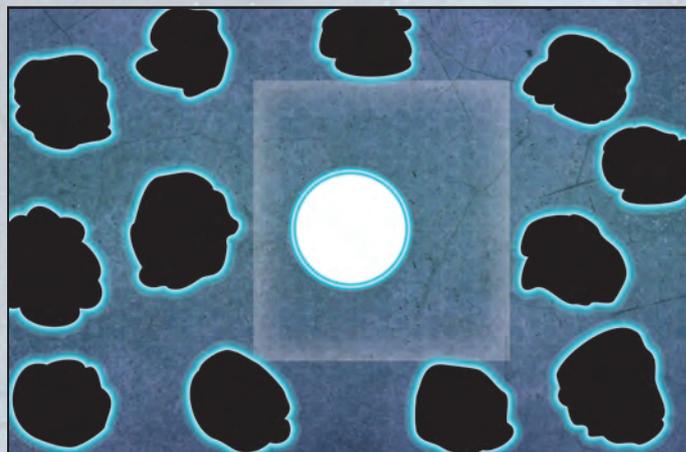
The scenario is designed for an equal points value of troops on either side. It can be played with any size of forces but we would recommend a Combat Force of 1000 points a side. With smaller forces the erratic nature of deployment can put the attackers in a practically impossible position from the start, but for ways round this see the notes.

Regardless of the size of game, the attackers deploy from drop capsules large enough to carry any tactical, support or auxiliary units but not strategic units. This limits the attacker's choice of units.

SET-UP

Set up the Quantum Generator station in the middle of the table. This is a structure equivalent to a terrain area in size (approximately 6" x 6"), and the generator itself blocks line of sight in the same way as a building or solid rock. You can arrange the generator on a hill if you wish.

Leave an area of 5-10" around the generator free of terrain and arrange the rest of the terrain as described under Setting Up The Terrain on page 139 of the rulebook. Xilos itself is a world of dense jungles but the targets identified by the attackers also included generators built upon rocky mountainous slopes, by the shores of the ocean and even among the tumbled ruins of Builder cities, so feel free to make use of whatever terrain is available.



DEPLOYMENT

Half of the defender's units must deploy onto the table at the start of the game and before the attacker's positions are worked out. Units can be deployed anywhere on the table.

Remaining defending units can try to enter the table from turn two onwards. Defenders can enter from any table edge that the attackers have not already **secured** (see the **special deployment** rules below).

Attackers deploy from drop capsules once the position of these has been determined. Capsules that land on the battlefield can deploy their troops on the battlefield at the start of the game. If capsules land beyond the confines of the battlefield then units can enter from the table edge closest to where the capsule has landed from turn two. See the **special deployment** rules below for more about how the attackers deploy.

OBJECTIVE

The objective of the game is for the attackers to capture and/or destroy the enemy generator station to bring down a section of the planet's energy barrier. The defenders must try to stop this happening.

GAME DURATION

The game is played until one side reaches its break limit or until six turns have elapsed, then roll randomly to see if another turn is to be played as described in the rulebook under Game Duration on page 141. Attacking units destroyed by the defender during the capsule drop prior to the battle **do not count** either as part of the original strength of the force or as casualties. This means that the attackers may well begin with a reduced force which in turn means the force will reach its break limit more quickly.

The game also ends at the end of any turn if the generator station is destroyed.

VICTORY

Result scores are determined as follows. The scores are designed to feed into the **campaign results** rules as explained on page 59, but they also give you a straightforward result for the game itself.

VICTORY POINTS

If the enemy force is broken at the end of the game	Score 3 victory points
If the generator is destroyed at the end of the game	Attackers score 5 victory points
If the generator is captured by attackers at the end of the game	Attackers score 3 victory points
If the generator is neither destroyed nor captured by attackers at the end of the game	Defenders score 1 victory point

The side that scores the most victory points has won the game, but the attackers must capture or destroy the generator to claim a convincing victory. If the attackers have more victory points but have failed to capture or destroy the objective the result is a draw.

SPECIAL SCENARIO RULES

The attacker has one **drop capsule** for every unit in his force plus one **support drone lander** and one **descent defence drone** for every three drop capsules. For example, if there are three to five drop capsules you get one support drone lander and one descent defence drone, if nine to eleven you get three of each, and so on. Each support drone lander that makes it onto the battlefield becomes an additional unit that counts as part of the attacker's force. Descent defence drones are only used in the prequel to the game as described below. No extra points are paid for any of these capsules, landers or drones. Support drone landers can be armed with any of the weapons normally allowed to them and each can carry either a spotter drone or batter drone in addition (player's choice). See pages 77-78 for full rules for drop capsules and support drone landers.

Before the game begins the attacker works out how many drop capsules, support drone landers and descent defence drones he has in his attack wave. The success of the drop is worked out by playing a short game between the opposing players (The Drop). The attacker must try to get as many of his capsules and

landers past the enemy defences, and the defender must try to destroy as many capsules and landers as he can. Note that players who prefer, or who are perhaps pressed for time, can choose the alternative randomly deployment method described in the notes at the end of the scenario.

THE DROP (A MINI-PREQUEL GAME)

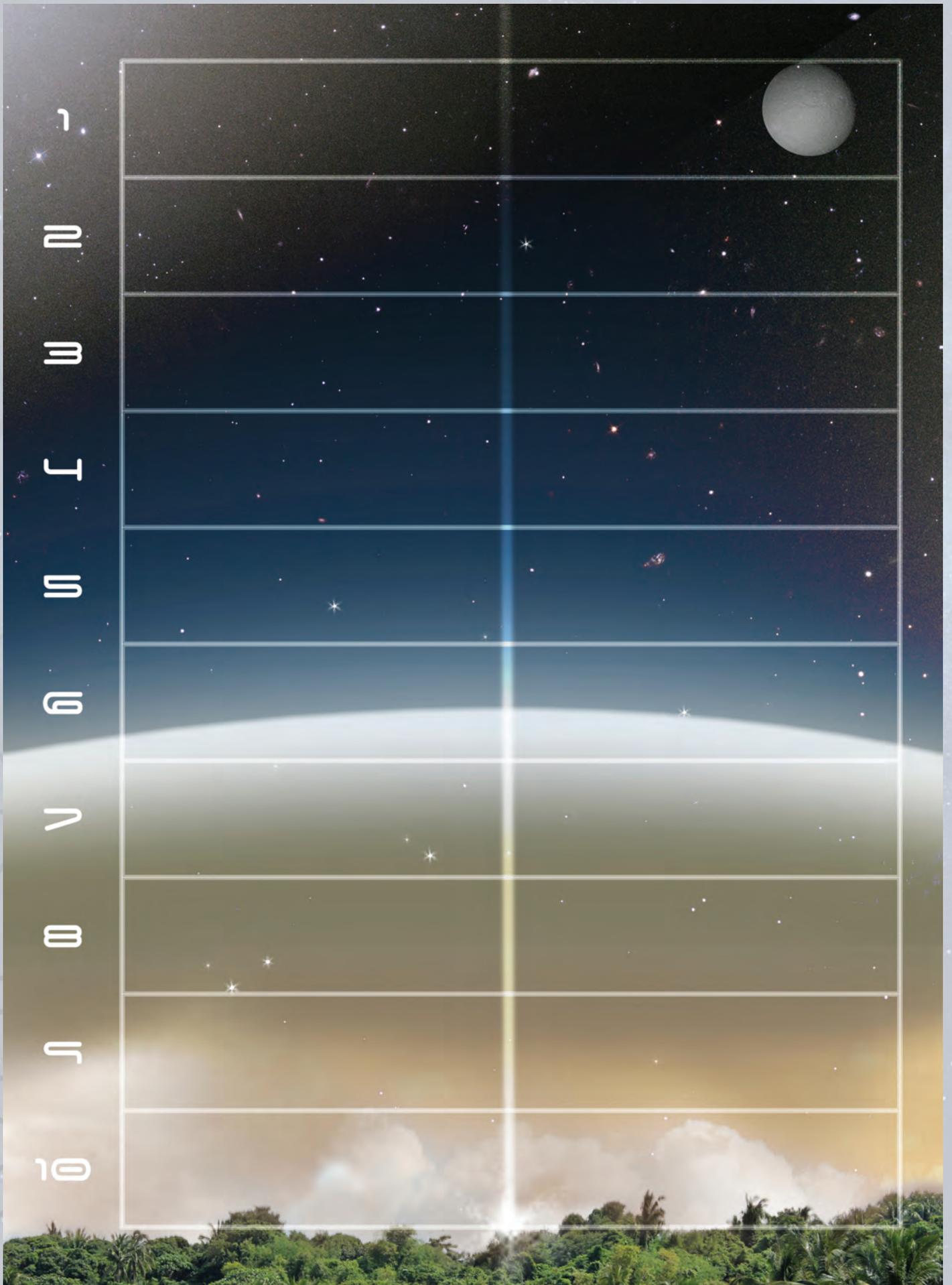
To play out The Drop game you will need a piece of card or paper marked out with lines to make ten spaces as shown in the accompanying diagram. This will serve as a simple board.

On the next page you'll find a full-size Xilos landing game board; it can be downloaded from Beyond the Gates of Antares website: www.gatesofantares.com for printing at your convenience.

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You will also need a number of small chits or tokens. These can easily be made from card or paper and should be about 2cm square for ease of handling. The spaces on your board will need to be big enough for you to move the chits from space to space. The attacker's objective is to drop from orbit through spaces 1, 2, 3 and so on to reach the ground (space 10) with as many intact capsules and landers as possible. Only units whose capsules and landers reach the ground intact will take part in the following battle. Good luck!

To begin with, the attacker takes a number of chits equal to his total of **drop capsules, support drone landers, and descent defence drones** (see above). The player numbers the chits and secretly notes down which of his units correspond to which of the numbered chits, which are support drone landers, and which are descent defence drones. Keep the list secret at this stage! If support drone landers have different weapons or buddy drones make sure you specify which chit is which. Any numbered chit can be allocated to any of the three types; the idea is that the defender doesn't know which chits represent troop carrying drop capsules and which represent either support drone landers or descent defence drones. Place all of the chits above the top of the board ready to begin the drop – i.e. above the 1 space.



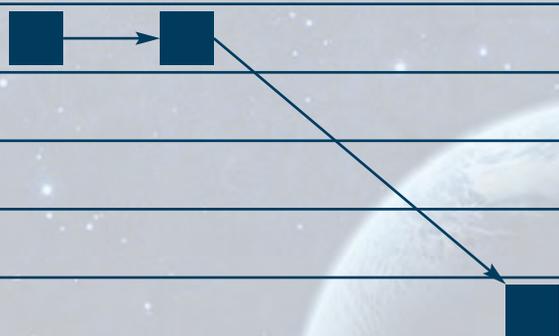
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The attacking player will need an ordinary D6 (six sided dice). The attacker begins by picking a chit and secretly nominating a number between 1 and 6 by placing the dice behind his cupped palm or a book, beer mat or whatever lies at hand so that the number can't be seen by the defender. The defender then gets to guess what number the attacker has chosen before the dice is revealed. If the defender guesses correctly the chit is destroyed and handed to the defender. If the defender fails to guess correctly the chit drops downwards towards the ground by the number of spaces guessed. So for example, with a 1 the chit is placed in the '1' slot, with a 3 it goes in the '3' slot and so on. Drop each chit in turn and remove any correctly guessed by the defender and hand them over. The chit's identity is still kept secret at this stage unless it is a descent defence drone as noted below.

If the chit is guessed correctly and it is a **descent defence drone**, then the chit is destroyed and handed to the defender as before, but the attacker simultaneously reveals that it is a defence drone. The attacker can now move his **next** chit 1 to 6 spaces without any danger; the enemy doesn't get to make a guess and this chit gets a risk free move. The defence drone has successfully drawn enemy fire allowing another capsule or lander to get through. If there are no more chits left to move that turn when the descent defence drone is destroyed then tough luck! It is – of course – a good idea to move defence drones while there are still other chits left to move.

Once all the chits have been dropped it is the end of the turn. Begin a second turn. The remaining chits get to go again in the same way, and the defender tries to guess how far they are dropping as before. Move chits down by the number of spaces nominated or remove them if the number is guessed. It is a good idea to begin with all the chits on one side of the board, move a chit to the middle to show that it is making its descent, and then move it over to the other side once it has dropped; this makes it easy to see which chits have already dropped that turn as well as which chit is currently making its descent.

Any chits that reach '10' without being guessed have made a successful landing on Xilos. A chit does not have to land

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It is a good idea to begin with all the chits on one side of the board, move a chit to the middle to show that it is making its descent, and then move it over to the other side once it has dropped; this makes it easy to see which chits have already dropped that turn as well as which chit is currently making its descent.

exactly on '10', it can 'overshoot' without coming to any harm. However, chits that overshoot don't deliver their units onto the tabletop at the start of the game as described below (Special Deployment). Separate any chits that land exactly on '10' from chits that overshoot when they reach the ground.

If a **descent defence drone** chit lands exactly on the '10' space the player declares what it is immediately. The drone releases a swarm of short-lived micro-drones that temporarily distract the enemy's systems. This means that all chits currently in play automatically drop 1 further space. All chits drop 1 space regardless of whether they have already dropped or not that turn. Any chits in the '9' space will therefore land on '10', including any further descent defence drones triggering a further 1 space drop, and so on. If a descent defence drone chit overshoots the target it counts as having successfully landed and the player does not reveal what it is until The Drop is over, but the drone itself has no further effect during the drop or during the game itself.

Hint – there is no point in overshooting with a descent defence drone – go for the landing and you will either land causing all chits to drop 1 space or the enemy will destroy it in which case you get to move another chit for free.

Continue playing turns in this way until all chits have either landed or been destroyed. The attacker can now reveal what is represented by each chit. Units represented by chits held by the defender have been destroyed during the drop and don't take part in the battle. All capsule or lander chits that land exactly on target in the '10' space are positioned on the board at the start of the game. All capsule or lander chits that overshoot the target are randomly allocated to a table edge and their units can enter the table from that edge as described below (Special Deployment).

SPECIAL DEPLOYMENT

Defenders. In this game the defenders deploy half of their force on the table at the start of the game before the attackers deploy. Units can be deployed anywhere on the table. The remaining defenders can enter from any table edge that is not **secured** by the attackers (see below) from turn 2 onwards.

Attackers. The attackers begin their deployment once they have made their drop and once they have determined which units have successfully landed. Units are divided into two categories: those that land on target (on the '10' space of The Drop board) and those that overshoot the target (those that land beyond the '10' space).

On target capsules/landers. All units, including any support drone landers that land on target, are deployed onto the tabletop before the game begins. First, nominate an aiming point on the table for a unit, then roll a D10 and move the aiming point the number of inches indicated in the random direction shown by the dice face (i.e. the same as for an overhead shot). Place the drop capsule or support drone lander at the point shown. If the capsule/lander would otherwise land off the table place it on the tabletop adjacent to the edge itself (i.e. it can't miss the table altogether!).

Place all the capsules and landers, nominating an aiming point and rolling deviation for each as described above. As each lander strikes the ground place the numbered chit beside it to show what it is, or place a token model beside it to indicate what unit is inside.

Once all the capsules/landers are positioned, if there are any defender units within 10" of a capsule/lander then these must immediately redeploy so they are more than 10" from any capsule/landers (i.e. the descent and impact drives away the defenders). Use the 'closed' capsule/lander dimensions for measurements and not the 'open' version as the area covered would otherwise be far too great. Any units redeployed in this way also go down – i.e. they start the first turn **down** and an order dice is placed next to them to show this. If it is impossible to redeploy a unit without moving within 10" of a capsule/lander then instead of moving and going down the unit is removed from the table altogether and can attempt to come on with the remainder of the army from turn 2 onwards.

Once defenders have all been redeployed as necessary, the attacker deploys his units from their capsules. A unit can be placed within 5" of its capsule. Again, measure from the capsule body as if it were closed rather than the open segments, as otherwise the distance moved would be far too great. The capsule model is left in place and its main body becomes impassable terrain which blocks line of sight in the same way as a big rock or other solid object. Support drone landers are deployed ready to shoot. Once landed support drone landers become emplaced weapon drone units including their accompanying buddy drones. They form part of the attacker's forces and they have stats and rules as described on page 78.

Overshooting drop capsules. Nominate the four table edges 1-2, 3-4, 5-6 and 7-8 clockwise from any edge. For each capsule that overshoots the target roll a D10.

On a score of 1-8 the capsule lands somewhere beyond the edge indicated, and the unit it contains can enter from that

edge from turn 2 onwards (see the rules for Deployment on page 140 of the rulebook).

On a score of a 9-10 the player can deploy the corresponding unit from any edge in the first turn of the game. The player can decide which edge to deploy from.

Overshooting support drone landers. Nominate the four table edges 1-2, 3-4, 5-6 and 7-8 clockwise from any edge. For each capsule that overshoots the target roll a D10 to determine where the drone has landed. If a 9-10 is rolled the player can choose any edge to land.

Support drone landers that overshoot and land beyond the table edge take no further part in the game, but the edge counts as **secured** which means defenders cannot enter via that edge until they have destroyed the lander (see below).

Note that support drone landers not on the tabletop are not considered to be part of the army, don't count towards its size for breaks, and don't contribute to the order dice. They are still useful because they serve to **secure** the table edge for the attackers.

Landing on the QG Generator Station. A drop pod or support weapon lander cannot land on top of or touching the Quantum Gravity Generator Station. If this happens move the pod/lander randomly a further D10" and continue doing so until it is clear of the generator.

Secure edges. A table edge is secured by the attackers if it has a **support drone lander** positioned as noted above. A defender unit cannot enter the table via that edge until the lander has been overcome.

Any unit that could otherwise attempt to move onto the table that turn can try to overcome a lander instead. To do this give the unit a Fire order and make a successful Order test in the same way as you would to move onto the table. If successful the lander is overcome on the D10 roll of a 6 or more (i.e. a 50/50 chance). Note that a unit type that can't normally be given a Fire order cannot attempt to overcome a lander, for example a Flitter unit, but any other unit can even if it does not have shooting weapons, for example a Wrecker.

Once all landers on an edge are overcome, defenders can move onto the table via that edge. Bear in mind that any unit that has attacked a lander that turn has already made its action and must therefore wait until the following turn to try and move onto the table via a clear edge.

Note that a unit does not have to enter via a previously secure table edge just because it took part in trying to overcome a lander on that edge. Units deploying onto the table are free to enter via any edge that is not secured by the enemy.

Algoryn AI Heavy Support Team with Compression Bombard





THE QUANTUM GRAVITY GENERATOR STATION

The QG Generator Station occupies the middle of the table and is treated as a building block that is impossible to enter. The generator can take 20 points of damage, but damage can only be inflicted by attackers **in contact with the generator** as described below. The generator cannot be damaged by shooting, engaged in hand-to-hand fighting or effected by special ammo types or other influences. It is surrounded by a powerful quantum energy field that protects it from everything except from damage as described below.

Capturing the generator. The QG Generator Station is automatically captured by the attackers if at the end of any turn there is at least one attacker infantry unit in touch with the generator and no enemy units in touch with it (discounting units of probes). The generator can be recaptured in exactly the same way, if at the end of the turn there is at least one unit of defenders in touch with the generator and no enemy units in touch (discounting units of probes). Note that the generator always belongs to one side or the other and is controlled by the defenders at the start of the game. If both sides have units touching it then it doesn't change hands and whichever side holds it continues to do so regardless of the number of units or models on either side. Note also that a capturing unit must be an infantry unit, which includes **infantry** command units, mounted units that have

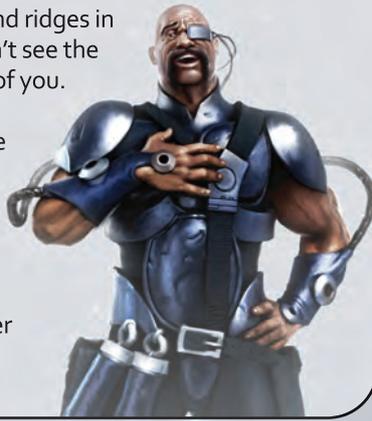
dismounted and Ghar Tectorists, but **any** unit counts for the purposes of retaining control except for probes.

Destroying the generator. If a unit of attacker infantry is in touch with the generator at the end phase of any turn then it automatically inflicts 1 point of damage for every infantry model in the unit. Every model inflicts damage in his way whether it is touching the generator or not, so long as at least one infantry model from the unit is touching the generator. This damage is inflicted regardless of whether the generator is captured or whether the unit is down or pinned or any other consideration. This represents the use of micro-drone and demolition charges issued to the attackers, and it is assumed all infantry units are so equipped at no additional cost. If units carry other grenade types that have a SV of 2 or greater (such as implosion grenades) then the unit inflicts the corresponding damage points per man equivalent to the weapon's SV, e.g. 4 men with implosion grenades will inflict $4 \times 2 = 8$ damage points. This extra damage is inflicted automatically and the attackers don't make any rolls for success or take any risks in respect to the weapons employed – it's just a damage bonus for troops carrying these weapons.

Vorpals Charges. A vorpals charge that strikes a generator is sucked into its quantum gravity field and nullified instantly but the drain on the generator inflicts D5 damage upon it. Remove the Vorpals charge and roll for damage on the generator. This is a special rule for this scenario but only relevant where attackers have access to a Vorpals charge (e.g. if they are a Boromite Engineer Squad).

There's so many gullies and ridges in these mountains you won't see the enemy 'til they're on top of you.

Get a party up onto high ground where you can see what's going on. That pinnacle there – that'll make a great fire position – put your light support drones up there and they'll be able to cover the whole mountainside.



DESIGNER'S NOTES

This game can go disastrously wrong for the attackers at the deployment stage. Such is the nature of spaceborne assaults upon well defended targets. Depending upon how the initial turns of the game go the attacker may be prepared to settle for a marginal defeat rather than risk outright destruction. Conversely, things can go badly for the defenders if their enemy gets a lot of units onto the table at the start, especially because every capsule that lands will reduce the space into which the defenders can deploy. A capsule that lands right next to the generator station will be extremely difficult for the defenders to deal with. Don't expect a 'fair' game – war rarely is fair – just aim to score as well as you can with the hand that fate has dealt you. This is especially important if you are playing the game as part of the Xilos campaign, because any points scored will contribute towards the result.

The Drop game is intended to be a fun prequel to the battle, but it is also designed to reflect the risks and strategies of 'the drop', using the defence drones to set up other chits for a landing on target, and trying to throw the enemy off by deliberating overshooting with some capsules. Players who wish to dispense with the initial Drop can determine the fate of the attacker's drop pods randomly if they prefer. Roll a D6 for each drop pod/support drone lander. On a 1 the unit

is destroyed by the defences. On a 5 or 6 the pods lands on target and is deployed on the table at the start of the game. On a 2-4 the pod lands off table and is randomly allocated to an edge as before. This is a simpler method, but a little random, as The Drop game is designed so that a cunning attacker can always guarantee that certain units will reach the target even if others are sacrificed.

Sometimes sheer bad luck will mean that a game simply isn't worth playing because the attacker has lost too many of his units during the drop. If the attacker loses half or more of his forces during the drop – not counting support drone landers as these are 'extra' and unable to achieve the objective in themselves – then it is reasonable to concede and start again. Perhaps that particular landing site cannot be won, but another one can, so let's draw a veil over everything and move on to another. An alternative is to allow the attacker to bring on any destroyed units as reinforcements from turn 2 onwards, but at a cost of awarding +1 victory point to the enemy for every unit brought back in his way. This is a good way of making the game itself more balanced – if players feel the need for such things – but at a cost to the final result.

The game is based upon the backstory of the Algoryn attack upon Xilos; the drop capsules and landers described are equipment commonly used by Algoryn forces mounting operations of this kind. The QG generator station objective is also distinctive of the technology used by the Ghar defending Xilos. Although the scenario is set up very much as a conflict between Ghar and Algoryn, there is no reason not to play the game using different forces if you so wish, making the assumption that drop capsules are available to the attackers and that the target can only be destroyed by direct contact in the same way as the Ghar generator station. Different forces may find the task of defending or attacking Xilos easier or harder than the actual combatants, but the challenge remains essentially the same for both sides regardless.

The game is perhaps a little involved to make use of the Xilos Fauna rules, which throws random attacks by the native creatures of Xilos into the mix as well. However, the possibility is there, although we would suggest it is held back for a revisit of the scenario by more experienced explorers of Xilos!

“Your duty, my loyal army, is to die that the Ghar should live on and prevail – Oh how I wish I were free to die that glorious death by your side! Alas, my duty is to survive – and it is a terrible burden to bear – but such is the price of service we must all pay.”

High Commander Karg 12-40-9

Scenario 2

Counterattack – The Ghar Strike Back!

Following the successful Algoryn drop landings on Xilos, the defences were sufficiently weakened to allow Algoryn and Concord troops to reinforce their positions. The last of the remaining drop capsules were expended in the effort, assisted by a number of light transport craft small enough to penetrate the orbital minefields. However, the Ghar were not content to let the invaders establish themselves without a fight. While the allied armies struggled to reinforce their precarious foothold upon the planet's surface, the Ghar counterattacked with all the strength they could muster. Intense fighting raged around the three landing sites where the planetary defences had been breached.

These tenuously held positions now formed a three-pronged spearhead for the invasion. Originally known by their target designation numbers, the three sites were assigned names after the Algoryn commanders who led the forces involved in their capture: Aja, Gono, and Muhak. The force assigned to the fourth landing site, designation Four Seven, failed to capture the generator station that was its target and had subsequently been forced to take to the surrounding jungle. From there the remaining Algoryn of Force Four Seven would emerge to raid Ghar supply dumps and ambush passing columns. This had the effect of drawing in Ghar forces that might otherwise have been deployed against the other three landing sites. Taken overall, their contribution to

the battle was nonetheless considerable despite the force's failure to eliminate its designated target.

Although the Ghar's planetary defences had already been taken down in three places, the Quantum Gravity Net that held the enemy at bay was otherwise still functional, preventing Concord or Algoryn forces reaching the surface. The Ghar High Commander Karg rightly guessed that his enemies had expended practically all their resources during the landings that they had already made. He therefore directed his commanders to advance upon the invaders before they could further establish themselves. The battle became a race between the Ghar on the ground and the invaders transporting fresh troops through the narrow gaps opened in the planet's QG defences. Karg realised that his best chance of success was to crush the invaders while they were still relatively weak. If successful, the entire allied force would be placed in an untenable position, surrounded and destroyed. On the other hand if enemy forces were able to expand their control of the surface they would capture more QG generator stations as they advanced, and very quickly the whole network would collapse, exposing Xilos to attack from space.

The battles for Aja, Gono and Muhak were some of the bloodiest and most desperate fighting on Xilos. They would also see the first co-deployment of Algoryn and Concord



Ghar ambush!

forces at Gono and, as the Ghar counterattack intensified, also on the bitterly contested battlefield of Muhak. The allies understood that fighting as a single formation would pose problems, not least because elements of the C3 shard were designed to recognise and counter enemy nanospheric activity, effectively casting the Algoryn into the role of enemies. Conversely, exposing parts of the Algoryn army's nano-based systems to Concord IMTel was not merely risky – to the High Council of Algor it would be seen as nothing less than the ultimate act of a traitor! So long as Xilos remained isolated from Antarean space' the respective commanders, Tar Es Janar for the Algoryn and Kamrana Josen for the Concord, determined that it was in the interests of the Concord and Prosperate alike that they should cooperate. How they would extricate themselves from the ramifications of that decision remained a problem both would only have to face once the Ghar had been defeated. Should they prove unable to defeat the Ghar, the problem of IMTel infiltration and contamination of their respective nanospheres is one that would solve itself.

Of the three landing sites captured during the initial attack, Aja was reinforced by Algoryn, Gona by Concord, and Muhak initially by Algoryn and subsequently by a mix of forces. In each case the Algoryn second wave reinforcements included constructor landers carrying materials and nano-constructors to build orbital transmat stations. In addition, some simple defences were erected in the form of kinetic barriers. Once orbital transmats were operational a bridge would open between the allied fleet and troops on the ground. In practice, it took many days before these sites were rendered secure enough for all the transmat stations to begin operations. During those days the Ghar attacked again and again, almost overwhelming the defenders on more than one occasion.

At Aja the Ghar fought their way as far as the transmat construction sites and only the efforts of the Algoryn Armoured Infantry prevented their destruction. Using well placed mag-cannons together with a hail of covering fire from Commander Aja's Infiltrator troops, the enemy were pinned and destroyed as they approached the target via a narrow rocky defile. At Gona powerful Concord plasma cannons successfully kept the enemy from approaching, while the dense jungle also made it difficult for the Ghar to move forward. By the time the Ghar fought their way past the outer defence the transmats were fully operational, and with the immediate arrival of further defenders the battle was effectively over.

At Muhak the Algoryn suffered many casualties from Ghar Bombardment Crawlers positioned on a ridge overlooking the battlefield. The site was in danger of being overwhelmed. Although the Ghar also lost a large portion of their initial forces, approaching reinforcements threatened to turn the tide at any moment. To counter this the Concord dropped a force of Strike Squads through the narrow gap in the Ghar defences, sufficient to hold the enemy briefly until transmats could be completed and further reinforcements brought in. This was the final battle over the three landing sites. By the time it was over the allies had already expanded their area of control from Aja and Gona, and the Ghar's defensive QG net was beginning to crumble. The death toll among the Algoryn was considerable, including Commander Muhak himself, lost during the bombardment of the defenders' positions early in the fighting.



Ghar Outcasts

COUNTERATTACK

This game represents a Ghar counterattack upon a landing site already captured by Algoryn spearhead forces. The Algoryn must defend their ground while constructing an operational transmat. The Algoryn have already erected basic defences in the form of kinetic barriers. The Ghar forces are congregating from surrounding areas and arrive on the battlefield in a piecemeal fashion. The attackers must attempt to overwhelm the defenders and destroy the transmat before it becomes operational. The defenders must prevent this happening.

RUNNING THE GAME

This is an attack/defence type scenario that poses similar problems as the Xilos Landing game – but this time the sides are reversed with the Ghar on the attack and the Algoryn cast in the defensive role. The attackers must cope with a scattered and delayed deployment, but they have the advantage that they will keep coming regardless of casualties. The defenders have to preserve their numbers to avoid being overwhelmed until such time as their transmat can be activated.

The game can be played with or without a third player in the role of the Concord forces if you wish. This scenario introduces the rules for **Incorporating Allies** described in full on page 65.

THE FORCES

This scenario is the second game in the Xilos campaign series and is presented as a battle between the Algoryn (defenders) and Ghar (attackers), with Concord forces optionally supporting the Algoryn side if desired. The game can also be played with other forces if you wish, either as a straight one-on-one game or with the defenders represented by two forces or players. See the Designer's Notes for more about this.

The scenario is designed for an equal initial points value on either side although the attackers can field further forces by recycling casualties according to the special **continuous reinforcement** scenario rule. The game can be played with any size force, but we would recommend a minimum Combat Force of 1000 points a side. With forces smaller than this the defenders are likely to be overwhelmed very quickly, and won't have enough units to engage enemy coming from different directions.

Regardless of the size of game, the defenders can only choose tactical, support or auxiliary units. Strategic units cannot be chosen. This is because the Algoryn and Concord are unable to bring down their heavy equipment until the Ghar's planetary defences can be brought down completely. This limits the defender's choice of units.

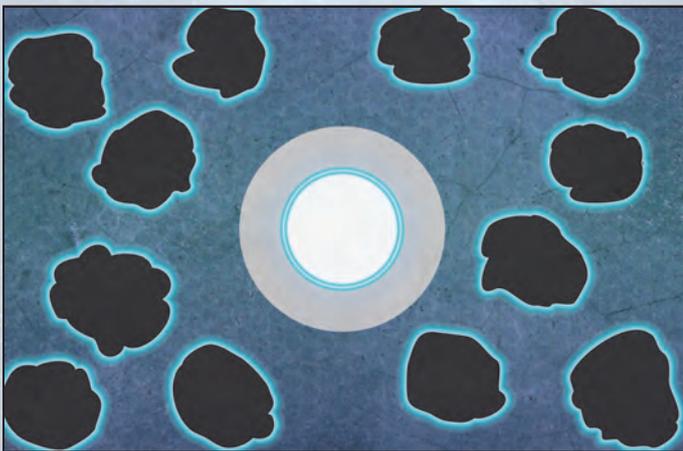
If the defender wishes to field a combined force of Algoryn and Concord then see the **Combined Forces** rules on page 66 for how this is done.

SET-UP

Set up the **orbital transmat station** in the centre of the table – the station is not yet fully operational. It is being brought to full operational status by an invisible cloud of nano-constructors. The defenders must protect the station until this is completed. The station can be placed on a hill if you wish.

The defenders have four lengths of **kinetic barrier** up to 10" per length which they can arrange within 10" of the transmat station in any fashion the player chooses. It is not necessary that these make up a complete circuit, only that they are placed within 10" of the station itself.

No terrain is placed within 10" of the orbital transmat station other than the kinetic barriers. The remaining terrain is chosen and arranged on the rest of the table as described under Setting Up The Terrain on page 139 of the Antares rulebook. Many landing sites upon Xilos were surrounded by lush vegetation and rocky outcrops, and these kinds of features would be ideal.



DEPLOYMENT

The defender's units deploy onto the table anywhere but not within 10" of any edge.

Half of the attacker's units enter the table in the first turn. The remaining attackers can enter the table from turn 2 onwards. To enter a unit the player first selects the unit and – where necessary – makes the appropriate Command check to enter. Having determined the unit that is to enter the table, nominate one edge as 1-2 and then the others 3-4, 5-6 and 7-8 clockwise. Roll a D10. On the score of a 1-8 the unit enters along the edge indicated. On the roll of a 9 or 10 the unit enters from the attacking player's preferred edge. The **preferred** edge can be chosen freely the first time this happens, and consequently any roll of a 9 or 10 will always be along this edge.

OBJECTIVE

The objective of the game is for the attackers to overwhelm the defenders or destroy the enemy orbital transmat station before it is complete. The defenders must try to stop this from happening.

A MEETING OF MINDS

Yu Hamnu's sou-silk kimono shimmered gently blue as she strolled upon the perfect lawn beside the carefully manicured gardens bounded by the weir-woods beyond. It was a beautiful and peaceful place whose long-since transitioned creators had imbued it with a natural and enduring serenity: each line of the landscape and every new vista as considered as the finest work of art.

'Curse this heat. I never knew a world so wet and so hot at the same time!' Tar Es Janar spoke not of the gardens where his image and that of Yu Hamnu gently paced the velvet grass, but of the real world where their physical bodies were located hundreds of miles apart upon the jungle planet of Xilos. The calm of the gardens was a projection of a world now gone, a creation of Yu Hamnu's own powerful machine-mind in which only the appearance of herself and that of the Algoryn commander walked upon an imagined lawn.

'Your body will grow accustomed to the atmosphere General,' she replied. 'It would do so more quickly were you a part of the shard as I,' she added, merely stating what she knew to be a fact.

'How so, Ambassador?' Tar Es Janar asked her.

'The shard would sense your bio-status and adjust physiological functioning automatically to acclimatise you to the environment – it is a simple matter – heat or cold it is all the same.'

To belong to the shard was to share of the integrated machine intelligence whose beneficent nanite clouds saturated the living fibre of every citizen of the PanHuman Concord, responding to every need and manipulating their body's internal chemistry to counter disease, degeneration and even discomfort. The shard was life itself.

Tar Es Janar's eyes flashed as if perhaps he had been insulted but wasn't quite sure. 'We Algoryn do not fear heat or cold – we steel ourselves to such things!'

The General's words betrayed something of the pride of his people, a race forged in battle, to whom sacrifice had long ceased to be a means to an end and had simply become a good in itself. It was a habit of mind that was inconceivable to Yu Hamnu.

'I have never understood the Algoryn taste for discomfort,' she replied, readily admitting to the failing on her own part, 'but as you will.'



GAME DURATION

The game is played until the defenders are **overwhelmed** by the attackers (see below) or until the transmat is either **fully operational** or **destroyed** (see the rules for **transmat construction** and **transmat destruction** below).

The game is always played until the end of the current turn and then players work out whether transmats are operational/destroyed or whether the defenders have been overwhelmed. Note that it is possible for a transmat to become operational or to be destroyed and for the defenders to be overwhelmed in the same turn!

Note that in this game we don't fix a turn limit, and the usual break limit of the forces is ignored. However, the game will usually last about six or seven turns assuming the defender makes every effort to activate his transmat.

VICTORY

Result scores are determined as follows. The scores are designed to feed into the **campaign results** rules as explained on page 59, but they also give you a straightforward result for the game itself.

VICTORY POINTS

If the transmat is destroyed at the end of the game	Attackers score 5 victory points
If the defenders are overwhelmed at the end of the game	Attackers score 3 victory points
If the transmat is operational at the end of the game	Defenders score 5 victory points

The side that scores the most victory points has won the game, but note that the defenders can only win by getting their transmat operational. The attackers can potentially win either by destroying the transmat outright or simply by wearing the enemy away until they are overwhelmed.

SPECIAL SCENARIO RULES

OVERWHELMED

If at the completion of the **turn end phase** the attackers have twice as many **order dice** in the dice bag as the defenders, then the defenders have been overwhelmed and the game is over. If the Ghar player has any order dice in hand from plasma amplifiers which could be added at the start of the next turn then **include these in the Ghar total**. Remember, recovered amplifier dice are removed from play during the turn end phase and added back at the start of the following turn, so include these as well when it comes to working out if a force has been overwhelmed.

Note that order dice retained on the table, including down actions that are not recovered and units deliberately left on ambush, are not in the dice bag and will therefore affect the balance for working out whether the defenders are overwhelmed. Similarly, plasma amplifiers that are removed from play because they are burned out can't be counted towards the total, because they can't be included in the dice bag at the start of the turn. Also note – should anyone be wondering – that the Ghar Distort dice is not an order dice and doesn't count!

See the Designer's Notes for comments in respect of using the scenario with other forces.

CONTINUOUS REINFORCEMENT

Just to make things even harder for the defenders, any Ghar units that are destroyed and removed from play can be deployed from the start of the following turn as reinforcements, taking a Command test and entering the table edge randomly as described for units not on the table at the start of the game from turn 2 onwards. Not only does this give the Ghar a potentially infinite pool of reserves, but it also means they will always overwhelm their enemy given sufficient time.

ORBITAL TRANSMAT STATION

The transmat is under construction and serves as a piece of terrain. Given the open plan of the model we would suggest it is treated as a terrain area equivalent to a rubble area: LOS = light terrain and Cover = Res+1. Note that this gives the defenders some useful cover in the centre of the table.

Transmat Construction. The objective of the defenders is to bring the transmat into operation. The only way to do this is to expend one order dice per turn to build the transmat. This works as follows. When the player draws an order dice, instead of using it to activate a unit the player can use it to build the transmat. The dice is given up that turn and placed by the transmat. Roll a D6. The score is the number of build points generated – keep a separate tally of these. The transmat can only be built up once per turn and at the end of each turn the order dice used to build the transmat is returned to the dice bag in the usual way. Once the transmat has a total build value of 20 at the end of any turn it is considered to be operational and the game is over.

Transmat Destruction. If there is at least one enemy unit within the ground area of the transmat and no defender units within the ground area of the transmat at the end of any turn, then the transmat is destroyed. Units of probes do not count



for either side, and units of Ghar tectorists do not count for their side. Once the transmat is destroyed the game is over.

KINETIC BARRIERS

The kinetic barriers give the defenders some protection from enemy fire. The rules for kinetic barriers are given on page 78.

DESIGNER'S NOTES

The attackers have two basic options and much will depend upon how successful they are at getting units onto the battlefield. One option is to go straight for the transmat construction site and try to occupy it – a straightforward win for the Ghar. The other option is to try and bring numbers to bear and overwhelm the enemy. To stand much chance of achieving this quickly the Ghar player will have to opt for a preponderance of cheap Outcast units. The balance between the number of units and effectiveness is an important consideration in this game.

Although the game can also be played with any mix of forces on either side, the overwhelmed rule would make it very difficult for the Ghar to function as defenders in this scenario, and it is suggested the rule is either ignored in such a case or players agree an alternative ratio.

The defenders have only to sit tight and pile build points on the transmat to win, but they will be very lucky indeed if the enemy make this easy for them. Giving up an order dice each turn reduces the army's overall effectiveness, leaving one unit out of action. Any deliberately retained orders, such as ambush or run, or failed recovery tests for down orders will also give the enemy a chance to overwhelm the defenders. Careful management of the defence is therefore required, and any attempt by the enemy to break through and occupy the transmat must be prevented at all costs.

The attackers can afford to throw troops forward and lose units because of the continuous reinforcement rule. Every unit lost by the defenders will reduce the available order dice and make it easier for the attackers to overwhelm them. The kinetic barriers are useful for the defenders but present no impediment to the attackers. On the other hand, if defenders take advantage of any surrounding terrain that offers Res cover, this can become a potential road-block for the attackers. The attackers are better placed to take advantage of the terrain from the onset, but to reach the transmat they will have to cross the open area around it.

The rules for combined forces are given on page 66, but this scenario is the first where we introduce the possibility. In our back story, each of the three sites is described as having a different mix of forces, and players might want to base their battle on any one of these. The scenario itself is a representative game designed to fit on a tabletop. We imagine the actual landing sites to be too large to be represented in their entirety, with multiple transmat stations under construction at each site, and substantial numbers of troops defending and attacking them. If a very large table is available and players have sufficient models to take advantage of it, then there is no reason this game cannot be expanded in size and scope.

Other variations of this game can remove the kinetic barriers and give the defenders rocky obstacles to form



An Algoryn commander directs his troops.

a defensive perimeter within 10" of the transmat station instead. Be careful not to overdo this as the attackers will have problems enough reaching the transmat station within the time available.

If you want to make things a bit tougher for the defenders you can always count build rolls of 5 or 6 as a score of 4, which will increase the average time to build the station by roughly 1 turn, but more importantly it means it will take at least 5 turns to get the station ready rather than a potentially 'lucky' 4 turns with an unmodified D6 roll.

The game envisages a Combat Force of 1000 points on each side. We have also played this with smaller forces, but be aware that this makes the defender's job much harder. The problem for the defender is not just that smaller forces are more easily overwhelmed, but also the fact that the attackers come from different directions means the defenders just don't have enough units to cover their perimeter. If you want to play this as a small game with a Skirmish or Scouting Force we would suggest the players forget about the overwhelmed rule and reduce the build level of the transmat to 15 as opposed to 20. Put all the attackers on the table in turn 1. This accelerates the pace of the game and practically turns it into a straightforward assault on the transmat site.

As with the first Xilos scenario we wouldn't recommend players utilise the Xilos Fauna rules for this one, at least for the first time you play. There is enough for the players to cope with without the added complication of having to fend off the local wildlife! See Xilos Fauna on page 72 for more about how this works.

A further idea is to try out is to change the random roll for the attackers so that instead of a 9 or 10 representing the attacker's favoured edge the defender nominates the edge instead. Alternatively, the result could be split; 9 the attacker decides and 10 the defender decides, for example. Varying the deployment for the attackers would certainly change the dynamic of the game and might be worth trying just to change things round a bit. For example the attackers could all arrive from one edge rather than randomly.

Scenario 3

Exploration – The Battle of Discovery

With the allied Concord and Algroyn forces established on Xilos the Ghar withdrew to well-fortified positions deep in the mountain belts around the Xilos equator. These partly subterranean redoubts suited the Ghar temperament well, reminding them perhaps of the endless steel corridors and gloomy chambers of their homeworld, Gharon Prime. Many of these redoubts were blasted from the rock with utter disregard for any Builder ruins. In some cases existing tunnels and caverns were deliberately expanded and extended to create new Ghar fortresses, destroying Builder remnants in the process. To the Ghar, such evidence of the planet's previous inhabitants were little more than curiosities. Their ruinous cities were valued only for the ease with which they could be turned into defensible positions.

Although the Ghar were firmly dug in, they were also trapped upon the planet's surface thanks to the presence of the allied spacefleet in high orbit. The Ghar missile and mine defences still remained, preventing the allies from bringing their ships within open transmat range, but these crude defences could not affect transfers between the fleet and transmat bases already constructed on the surface. These ground based transmat bases were not big enough to transfer the allies' heavier weaponry and equipment. To allow for this, the atmosphere had to be swept clear of mines, and sufficient territory brought under allied control, to open up safe corridors in the atmosphere through which heavier equipment could be dropped using hyper-light drop envelopes.

The next step in the allies' plan was to destroy the remaining Ghar on Xilos as quickly as possible before the Ghar fleet, currently in station around the system's gate, could intervene. The possibility of the Ghar reinforcing their army via the gate was of great concern, something the Concord's IMTel was proud to proclaim an unquantifiable go plus probability within the hypothetical parameters of available data. Even to those who understood what this meant it was not a comfortable thought. Equally pressing was the desire to explore the Builder ruins while there was the opportunity to do so. The landing sites had been deliberately chosen away from identified Builder remains to prevent damage. As the Concord and Algroyn began to explore, it was obvious that the Ghar had already caused a great deal of damage to the ancient ruins. Even ruins not deliberately turned into defences by the Ghar had been badly affected by pollution from their plasma reactors or by their space-distorting weaponry. Whether deliberate or not, day-by-day the Ghar were destroying what the allies believed to be the most precious resource in the entirety of Antarean space.

As the exploration of the jungles and mountains of Xilos continued to reveal more of the fabulous Builder ruins, the Concord and Algroyn fleets dispatched probes to explore the Xilos solar system. The Concord IMTel predicted the existence of a second gate; the only explanation for the anomalous position of Xilos' gateway to Antarean space. Gateways are almost impossible to spot visually, unless a ship is right on top of one, but the position of a system gate is a constant that can be calculated given a sun's energy output and the position of the star Antares. However, in the case of Xilos this calculation didn't hold true, with the system gateway manifestly in the 'wrong' place. Over the months that followed the allied probes searched in vain, and despite the IMTel's prediction they could find no sign of a second gate. However, the search continued, because – after all – the IMTel does not make mistakes.

Over the following weeks the allied forces began to expand their area of control. Expeditions were launched to occupy and explore the better preserved of the ruins. Operations were mounted to drive the Ghar from their mountain redoubts. The Concord and Algroyn remained united in principle, but as potentially important discoveries were made fractures between the rival forces began to show. A natural desire to maintain a distance between the Concord's aggressive IMTel and vulnerable Algroyn battle shards meant that it was preferable to mount independent operations. This posed its own dangers. While advancing into an area already corrupted by Ghar distortion fall-out, separate forces of Concord and Algroyn found themselves fighting each other as well as Ghar ambushers. The effects of Ghar technology, though understood by the Algroyn, were not something the Concord's IMTel was designed to endure. It was a malfunction in the Concord teams' battle shard that had identified the Algroyn as enemy. Similar incidents would follow. Tar Es Janar and Kamrana Josen understood the risks as well as the necessity of cooperation, but both accepted there would come a time when active cooperation would have to cease.

Although neither of the allies could know it, the news of events taking place on Xilos had spread beyond the sealed security shards of the Concord thanks to Hansa Nairobi's desperate mission into Algroyn space. The Algroyn Protectorate was already closely bound with the Oszoni Vardo of the Freeborn. Among the High Council of Algor it was well understood that it was impossible to keep secrets from the

Oszoni – information being just one of the commodities in which the Freeborn traded. Oszoni agents were very good at acquiring it too! Unknown to the Concord and Algoryn forces upon Xilos, Oszoni and Algoryn had independently tried to infiltrate more ships through the Xilos gate but without success. The Ghar fleet stationed at the gate had destroyed the emerging ships with ruthless efficiency. The Ghar had in fact reinforced their fleet considerably, though this wasn't yet known by any of the forces upon Xilos, including the Ghar High Commander Karg. Nonetheless, word of events in the Xilos system was spreading through Antarean space, and this would soon have serious consequences for those engaged in the battle for Xilos itself.

The character of the struggle changed as soon as the Freeborn ship *Nebula* succeeded in breaking through the Ghar blockade, clearing the gate and joining the Concord and Algoryn ships already in orbit around Xilos. It was a remarkable feat considering that others had tried and failed, but then the ship was no ordinary ship and its master no ordinary Freeborn Captain. He was one of the most famed, indeed notorious, of the Oszoni ruling household, the leader of a company of mercenary adventurers whose deeds were both celebrated and abhorred across Antarean space. This was Lord Amano Harran, exiled nephew of Vard Bero, and a man who understood implicitly the potential for wealth and power presented by a discovery such as Xilos. Now that the Ghar's planetary defences had been practically overcome, the relatively small Oszoni force established itself independently of the allies. At first there was a degree of cooperation, but the Oszoni were quick to take advantage where they could, and it was not long before rivalries triggered skirmishes between all three forces.

Matters were further complicated by the presence among the Oszoni retinue of Boromites led by the headstrong Arran Gestalin. The Boromites had been hired by Amano Harran to undertake engineering works on behalf of the Algoryn stronghold to which the *Nebula* was originally bound. News of events on Xilos had caused Amano to abandon the mission, but there had been no time to dissolve the guild contract or drop off the Boromites at a nearby world. Unfortunately, Amano Harran and Arran Gestalin had developed a mutual dislike during their voyage and this soon developed into open contempt. The Boromites set up a separate camp in the mountains where they quickly established themselves among a network of caverns and ruined Builder tunnels.

With the arrival of new forces upon Xilos, it became increasingly difficult for the Concord and Algoryn to

coordinate their efforts either with each other or with the Freeborn and Boromite groups. Increasingly, the different contingents began to look to their own interests, and if not exactly enemies they were certainly rivals. That they were rivals united by a common enemy in the Ghar helped to maintain at least a nominal truce. Occasional cooperation continued between all the forces at some level.

As the Ghar's grip upon the planet was gradually eroded each side began to consider its own interests. Could the secrets of Xilos be shared in a harmonious and cooperative fashion to the benefit of all? While Commander Kamrana Josen might hope so, he knew that such decisions were out of his hands. Indeed, they were out of everyone's hands; the all-pervasive IMTel would determine how the Panhuman Concord would react. Tar Es Janar of the Algoryn might share a similar hope of peaceful cooperation, but even by acting in unison with Concord forces he had already violated one of the High Council's sternest directives. He doubted whether his word would carry much weight back on Algor. Indeed, he would be lucky to escape disgrace and exile, though it was a price he was prepared to pay. Amano Harran of the Freeborn certainly had ideas of his own and they did not involve sharing valuable discoveries with so-called allies. He recognised at once that the relics of Xilos represented a potential for wealth and power that might satisfy even his ambitions. As for Arran Gestalin, she was a realist and knew that her small force of clansmen could not hope to survive alone. But the Boromites had a huge advantage in so far as they were born to delve and discover, and – did her rivals but know it – the Guildless would soon make a discovery that would eclipse the achievements of all the Concord exploration teams.

As for the Ghar, the instincts of that race were to hold onto their conquests and die fighting if necessary, for Ghar do not fear death – only defeat. High Commander Karg was no ordinary Ghar though, and he had no intention of dying to satisfy the honour of his race, not if he could help it. Contact had been broken between the Ghar ground forces on Xilos and the blockading fleet around the gate. Enemy spacecraft now prevented the Ghar from leaving the planet, but Karg had every reason to hope for reinforcements. He knew that as soon as the Ghar fleet took up its station by the gate it would have dispatched ships into Antarean space to carry news of the fighting to the Empire's homeworld of Gharon. It would only be a question of time, but soon the Ghar would descend upon Xilos in their untold thousands, and the hated abominations would be eradicated forever.

*Amano Harran, Oszoni Freeborn
Mercenary Captain with Vardanari Squad*



EXPLORATION

This game represents a foray into a previously unexplored region known to contain the ruins of a substantial Builder site. This site has already been badly damaged by Ghar pollution, and it is vital to recover what remains of Builder technology before it is destroyed entirely. Unknown to each other, rival forces of explorers converge on the area at the same time, leading to competition – and potentially antagonism – between them. Worse still, the Ghar have tracked the explorers down, and are preparing to launch an attack. The players will have to fight to survive while exploring the terrain in search of relics, which they must find and then carry safely back to their base. The Ghar must try to stop them and kill as many as possible.

RUNNING THE GAME

This is a find and recover scenario for players representing the explorers, with the Ghar out to stop them from achieving their goal and cause maximum damage.

The game is designed for three to five players using the **Friends and Foes** rules for the explorers (page 65) all facing the Ghar. The game can alternatively be played between two opponents with a certain amount of adaption as described in the Designer's Notes. The explorer players must decide for themselves how much they are going to cooperate during the game; they don't have to cooperate at all if they don't wish to do so! Depending on the number of players taking part, the Ghar will have a tough job if all the players choose to cooperate. On the other hand, each player is also out to win, so cooperation brings benefits and penalties that the players will have to manipulate to their individual advantage.

THE FORCES

This scenario is the third game in the Xilos campaign series and is presented as a battle between rival Concord, Algoryn, Freeborn and Boromite forces on the one side and Ghar on the other. You don't have to use all of the exploring forces, you could use any two or any three instead. For example the game could be played between Concord and Boromites against

Ghar if you wanted. These four rival armies are the different forces described as taking a part in the exploration of Xilos following the initial defeat of the Ghar and the establishment of bases on the planet surface.

The game can also be played with other forces if you wish, or with rival forces of the same kind, the scenario itself will work just as well with any combatants. See the Designer's Notes for suggestions about variant games.

In this scenario each of the exploring forces is chosen to the same points value. Although any points value can be used, we would recommend a Skirmish Force of 750 points. The Ghar force should be half the value of the explorers' total. So, if you have two explorers the Ghar will be 750, if three explorers 1125, if four 1500. See the Designer's Notes below for comments about table size and adjusting forces to suit the table and number of players.

SET-UP

Set up the terrain as described under Setting Up The Terrain on page 139 of the rulebook, choosing a mix of ruins and/or rubble for at least half of the terrain. The rest of the terrain might typically be scrub or jungle vegetation, or anything that reflects the wild and overgrown regions of the Xilos equatorial continent.

The Ghar player can now place tokens representing Builder relics on the table. You will need two tokens for each explorer force plus one further token; so if playing with two explorers use five tokens. A token can be a card chit or it can be something you've modelled to represent a curious looking drone, a piece of machinery, a mysterious device, a bizarre statue, or perhaps an alien sarcophagus with who knows what treasures inside. For now, we will just refer to them as tokens. Tokens can be positioned anywhere the Ghar player wants, but not within 10" of another token that has already been placed. The Ghar player must bear in mind that the explorers can potentially approach from any table edge, so don't place the tokens too close to the table edges if it can be helped. If it becomes impossible to position the tokens as described due to the size of the table and number of forces playing, then arrange the tokens as far apart as you can (or get a bigger table!).

DEPLOYMENT

The explorers roll a dice each and the highest score picks which of the four table edges they will deploy from, then the next highest, and so on until each player has picked an edge. If two or more players roll equally just reroll until one scores higher. The player who picked an edge last deploys his entire force first within one standard move of the table edge. Then the player who picked an edge second to last deploys in the same way, except that he cannot deploy any units within 10" of units already set up. Then the player who picked an edge third to last deploys in the same way. Finally the player who picked first deploys in the same way, i.e. the players deploy their forces in reverse order to the order in which they picked an edge. If any player is physically unable to deploy within the space available then units must be left off the table and enter from the same edge in the first turn in the standard fashion (see page 140 of the Antares rulebook).

The Ghar start the game off the table and can move onto the table from any of the four edges from turn 2 onwards, rolling



C3 patrol scours the jungle for Builder tech.

I've seen a few of these things before, sure – Builder relics they mostly call 'em – though if you ask me half of what's out there are remnant tech but more recent – most folk can't tell the difference. And there's fakes too. You gotta be careful.



to enter in the standard fashion for units entering from turn 2 as described in the Antares rulebook (page 140). Note that the player is free to choose which edge he will bring any unit on to: he can choose different edges for different units if he wants, and he can choose different edges every time he rolls to come on. The Ghar are all around!

OBJECTIVE

The objective of the game is for the explorers to recover as many relics as they can by finding them and carrying them off their own table edge. The objective of the Ghar is to stop them while causing as much destruction as possible.

GAME DURATION

The game is played until six turns have elapsed and then roll to determine if a seventh turn is played as per the Antares rulebook page 141. In addition, if all of the relics are recovered from the battlefield before time is up then the game is over at the end of that turn.

VICTORY

Result scores are determined as follows. The scores are designed to feed into the campaign results rules as explained on page 59, but they also give you a straightforward result for the game itself.

The player whose force scores the most victory points has won the game. If any explorer player scores more victory points than the Ghar then all the explorers have won an overall victory and the Ghar have suffered a defeat. If the Ghar player scores more than any of the other players the Ghar win.

VICTORY POINTS

Each relic recovered from the battlefield by the explorer team	2 victory points to that player
Each relic held by the explorer team at the end of the game but on the battlefield	1 victory point to that player
All the relics are either recovered or held by the explorers at the end of the game	1 extra victory point to every explorer player
Each relic neither recovered by the explorers nor held by them at the end of the game	1 victory point to the Ghar
Each explorer force unit destroyed by the Ghar	1 victory point to the Ghar

SPECIAL SCENARIO RULES

Extreme Distort Pollution. The area is badly polluted by fall-out from the Ghar's primitive machines and to represent this we will change the standard Ghar Distort Dice special army rule as follows. Place one Distort Dice in the dice bag at the start of turn 1. In turn 2 and at the start of each succeeding turn place two Distort Dice to the dice bag, i.e. so that you are playing with two Distort Dice rather than just one. Note that if two Distort Dice should be drawn one after the other this has no additional effect, and whichever side draws the next Order dice must go down with one unit in the usual fashion.

Algoryn Distort Resistance. The Algoryn have been fighting the Ghar for centuries and have developed their technology in a way that minimises their risk from Ghar distort pollution. To represent this, in this game if an Algoryn Order Dice is drawn following a Distort Dice the player can choose to return the Order Dice to the dice bag so long as at least one other explorer player still has at least one Order Dice remaining in the dice bag. The next Order Dice drawn will be affected by the Distort dice even if it is Algoryn – i.e. the Algoryn player can only use the distort ability once when the Distort Dice is drawn. This means the Algoryn can often avoid being forced to go down by a Distort Dice so long as other explorer players have units that have yet to take an action that turn.

Capturing and Carrying Relics. To capture a relic an infantry or equivalent command unit must move into touch with it. The relic can be picked up once the unit has ended its movement, i.e. a unit can't move into touch with the relic, pick it up, and then carry it off as part of the same move. Place the captured relic token in formation with the unit as you would a buddy drone. Subsequently, the token is carried by the unit and moves around with it in the same way as a buddy drone.

A unit that is carrying a relic can choose to drop it when given an order but before taking the appropriate action. This means a unit can drop a relic and then move, but cannot move and then drop a relic. You might want to drop a relic in some situations to allow another unit to pick it up.

A unit can capture and carry more than one relic, but it can never carry more relics than it has models. If a unit is carrying more relics than it is allowed then any excess are dropped to the ground immediately.

A unit carrying a relic can run but cannot make a sprint. If the unit intends to sprint then it must drop the relic before it moves as described above. I.e. the unit drops the relic where it is and moves away.

A unit carrying a relic cannot make an escape reaction when assaulted unless it first drops the relic, abandoning the relic as they move, i.e. you can't exploit the fact that you have been attacked to make a getaway with your loot!

If a unit that is carrying a relic is destroyed the relic token is dropped where it is and can be picked up again by another unit. If a unit carrying a relic is destroyed during an assault by an enemy infantry/equivalent unit, then the enemy automatically captures the relic assuming they survive the assault and have the capacity to carry it.

While a unit is carrying a relic, an enemy can only capture it by assaulting the unit as noted above, or by destroying the unit



Ghar Tectorists scan for enemy formations.

and then moving into touch with the relic once it has been dropped. A relic that is being carried by the enemy can't be captured simply by moving into touch with it!

The Ghar cannot pick up or carry relics – they are not especially interested in such things even if they appreciate that their enemies are – but the player can position his units in such a way that their opponents cannot reach relics without fighting the Ghar.

Builder Relics. At the end of this scenario the relic tokens held by the players are used to generate a random Builder relic for that player. See the results tables for more about how this works and how these relics can be used in the campaign.

Friends and Foes. This scenario uses the Friends and Foes rules described on page 65.

DESIGNER'S NOTES

The Friends and Foes rules combined with the two Distort Dice and relic objectives in this scenario are intended to make this a game of cooperation as much as rivalry, with explorer players encouraged to form temporary alliances but with plenty of opportunity to pursue their own interests too.

The Ghar player will have to sit the first turn out, so be prepared for this before the game starts as it can be frustrating as the Ghar player otherwise has nothing to do for a while. However, this plays into the hands of the Ghar player in the long run, as it encourages the other players to split up and go for their own goals as they know the Ghar won't be showing up for at least one turn.

To begin with the Ghar player gets to decide where the relics are, and this is a significant aspect of the game that the player should use to his advantage. If the relics are distributed evenly and fairly the rival explorers will be encouraged to cooperate while they gather them up. If relics are placed towards one edge of the table it can make things harder or easier for the different sides. Not only does this set the explorer players in contention it also makes it easier for the Ghar player to concentrate his forces around the relics when Ghar units come onto the table between the players' forces and the table edge.

The explorers will have to do their best to capture and hopefully recover relics. There is nothing stopping the players

fighting each other, although this will play into the Ghar's hands to some extent. Similarly, there is nothing stopping the players cooperating to destroy the Ghar, and if they do this the Ghar player will find it extremely difficult to achieve his goals. However, the rival forces cannot win unless they recover relics, while the Ghar player begins with a substantial victory point lead on account of the relics on the table.

This game benefits from a slightly larger than standard table, and if you want to increase the number of players beyond five it will be necessary to divide the edge space by the number of explorer sides to allow for deployment. If the maximum number of sides are playing, and certainly where more than four explorers are involved, an eight-foot or longer table is almost mandatory. An alternative game – though potentially rather racy – can be played with 500 points each for the explorers. If you wish to scale things down in this way we'd suggest cutting the Distort Dice to just one.

With two Distort Dice in play remember that if two are drawn one after the other this doesn't have any additional effect, the next Order Dice drawn just goes down in the normal way. Drawing two Distort Dice in a row is actually better for the explorers as it reduces the effect of the pollutant distortion that turn. An entertaining, if rather anarchic, variant is to use the fact that two Distort Dice have been drawn in a row to trigger an extra Distort Dice, so add a further Distort Dice to the mix at the start of the next turn whenever two or more are drawn in a row. This can quickly escalate and make life almost impossible for the explorers. The Algoryn can potentially benefit up to a point because they can avoid the Distort Dice penalty in many cases. Remember, Distort Dice affect Ghar too though, so it can be a matter of luck!

Regarding Distort Dice: it can happen that none of a player's units can be given a down order – for example because the only unit left is a unit of probes, or all the player's remaining units are off table as such units can normally only be given Run or Advance orders. In this case the Distort Dice has no effect because no units can be given a down order. However, when the Distort Dice is drawn a player can't choose to activate a unit that is unaffected by a Distort Dice unless he has no other choice.

You can play this game between just two sides if you wish, with one player taking the role of the explorers and the other the Ghar. In this case choose equal points values for each side. The explorers can be a single force or a Combined Force if preferred, and units of mercenary Freeborn or Boromites could also be included (see Incorporating Allies on page 65). If playing in this fashion place three relics on the table and randomise which long edge the explorers deploy onto. The Ghar enter from the opposite edge.

We have played this game with other forces in the role of the Ghar, but retaining the Distort Dice, and this worked well enough, although plainly such a game bears little resemblance to the fighting on Xilos described in the background. You can also play this game entirely without the Ghar if you like, in which case the explorer players must compete over the spoils either as separate sides, as two groups of Friends and Foes, or all as Friends and Foes. Such a game would also make an ideal point at which to introduce the Xilos Creature rules if players feel up to the challenge. See Xilos Creatures on page 70 for more about how to incorporate the wild and ferocious fauna of Xilos into your games.

Scenario 4

Tunnels – The Builders Revealed

The true extent of the Builder's subterranean realm was slowly revealed as the exploration of Xilos continued despite the fighting against the Ghar. The mountainous spine that ran round the equator of the planet was discovered to form a single contiguous underground conurbation. This subterranean realm was interconnected by means of ancient tunnel networks bored through the rock. Over time the geology of the planet had itself changed, causing substantial collapse and even complete destruction in many places. However, in the more stable regions the caverns and tunnels were substantially intact, presenting opportunities for the Ghar to build their fortified redoubts and for the other occupants of Xilos to explore.

Neither the explorers nor the Ghar were the first to delve into the ruins of the Builders. Over the eons, countless strange creatures had made their homes in the subterranean passageways and halls that sprawled beneath the mountainous belt encircling the planet. In ages past, curious Xilos arthropods had slithered and crept into the abandoned tunnels in search of shelter or prey. Over time, their descendants adapted to life underground. Gradually, creatures evolved to take advantage of ecological niches among the abandoned caverns and tunnels. The explorers uncovered plenty of evidence of these creatures, including the gigantic exoskeleton segments of vast worm-like arthropods of unfathomable length. In places these cast-off body plates were so abundant as to completely fill entire chambers. Nor were these the most bizarre or terrifying of the things that thrived in the subterranean depths of Xilos. When the first living creatures were encountered it soon became apparent there were more unforeseen dangers for the explorers to contend with. Lone hunters in the dark, these strange creatures presented little threat to a large well-armed party, but the risks to smaller groups and lone stragglers were obvious. Dozens of explorers were lost in this way before new working procedures were adopted to obviate the perils of the deep.

With the discovery of the tunnel network, the forces of the Concord, Algoryn, Freeborn and Boromites concentrated their efforts towards the search for abandoned Builder technology. In the process, explorers often found themselves perilously close to the underground redoubts of the Ghar. The Ghar themselves would often wait until their enemies had penetrated their own outer defences, allowing Ghar forces to completely encircle their target before striking. Very quickly, the emphasis of the conflict switched from the steaming jungles of Xilos to the dark tunnel systems below the mountains. In such a confined environment it was inevitable that opposing forces would clash. It was equally inevitable

Old Bo here – he's got a bit of a thing about confined spaces – spaceships are bad enough but these old tunnels! Well, they're making the fella a bit jittery, so take my advice and leave him be. Get those probes up front and keep your troopers behind the drones – but you gotta keep your eyes peeled. These rocks ain't as solid as they look. Full of burrows and the kind of critters that'd like nothing more than a big bite of you. Keep the locks on manual for your guns – these tunnels are too narrow to be blasting away at every little squeak and blip. There's one way forward and one way back so if things kick off there's nothing to do but hold fast and keep your nerve.



that the competing forces of the so-called allies would also come into conflict, whether intentionally or otherwise.

On the whole the Concord and Algoryn maintained an agreed separation of operations that perpetuated the truce already agreed between Tar Es Janar and Kamrana Josen. Even so, communications in the subterranean environment proved difficult. Levels of radiant energy were growing ever greater near to the redoubts the Ghar had built throughout the mountain chain. As a result it was never possible to establish a coherent nanosphere throughout Xilos, leaving the various bands of explorers effectively isolated. Because of these and other problems there were occasional clashes between the Concord and Algoryn, largely resulting from the automated responses of their respective battle-shards. However, such skirmishes were relatively rare, even if they did cause the truce to temporarily break down in some locations before order could be restored. So long as the Ghar remained the greatest threat to the two allies both recognised the value of cooperation in the face of a common enemy.

This was not the case with the Freeborn, whose charismatic leader Amano Harran was determined to beat his rivals to the hidden caches of Builder technology that he believed were to be found deep in the old underground tunnels. The Boromite leader Arran Gestalin was equally determined to beat the Freeborn captain to the prize.

TUNNELS

This game represents a Ghar encounter with Boromite explorers as they dig into the ruins of an ancient Builder city that the Ghar have occupied. Both sides move their forces through tunnels cut through the surrounding rock, and must fight to retain possession of the labyrinthine caverns and halls they discover.

RUNNING THE GAME

This game is fought out over a tunnel complex constructed by the players before and during the game as explained in the Set-up section below. The game itself represents a battle through tunnels and caverns. The deliberately restricted playing area necessitates a few notes on rules interpretation, which are covered under **Tunnels and Caverns** in the Special Rules section below.

This game is designed for two sides, but with a little adaptation can be extended to three sides with the explorers represented by two players using Boromites and Freeborn using the Friends and Foes rules as given on page 65.

THE FORCES

This scenario is the fourth game in the Xilos campaign series and is presented as an encounter battle between the Boromites and Ghar. The game can be played with other forces if you wish, or with multiple players on the explorer side—see the separate Designer's Notes at the end of the scenario for more about this.

The scenario is designed for an equal points value of troops on either side. It can be played with any size of forces but we would recommend a Skirmish Force of 750 points a side. This is not a huge force, but the limited space within the tunnels makes it difficult to employ larger forces without extending the size of the table and tunnel complex.

Regardless of the size of game, all troops involved must be able to fit into the tunnels, which effectively limits the choice of troops to those on 50mm bases or smaller. Vehicles, humungous beasts or equipment that are larger than this can't negotiate the tunnels. Due to restricted access to the tunnels no strategic choices are allowed for either side regardless of base or model size.

SET-UP

The set-up has been arranged for a table **six feet by four feet** with the players entering via the opposing long edges. The table

*Boromite Support Team
with Heavy Frag Borer*



size is an important consideration for this game; see the Designer's Notes for suggestions of how to adapt the scenario for different sized tables.

In this game players begin by laying out a series of tunnels and caverns to create a subterranean network. The tunnels and caverns become the battlefield – the spaces between are rock or debris that is impassable to the players' forces (though not necessarily to any Xilos creatures inhabiting the tunnels as explained in the Special Rules below!). Allow a little extra time to conduct the tunnelling operation before the game.

Players who wish to do so are welcome to model cavern and tunnel sections or use the kind of spaceship floor plans that are available from several sources in cardboard or resin. However, the easiest – and by far the cheapest – solution is to use sections of thin card cut to the appropriate size. These can be fixed down to the playing surface using Blu-Tack or similar adhesive putty. You will need to prepare the following card sections prior to the game.

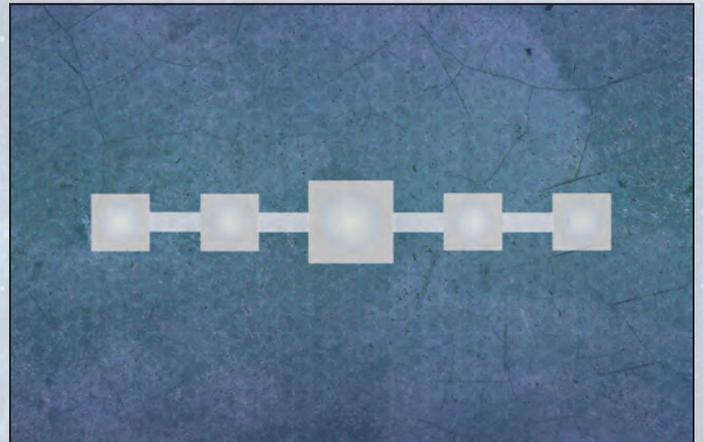
1 x Large Cavern 8" x 8"

8 x Small Caverns 6" x 6"

24+ x Tunnels 5" x 2"

Depending upon how the players proceed more tunnels might be needed. If you have any spare card left over it is worth cutting some extra of these.

You can also download tunnels and caverns from the Beyond the Gates of Antares website: www.gatesofantares.com



At the start of the game lay down the large cavern, four small caverns, and connecting tunnels along the centreline of the table as shown on the accompanying diagram. The large cavern is placed over the exact centre of the table. If you measure from the table long edge to the large cavern the distance should be 20" in both cases. If you measure from the narrow side edge to the nearest small cavern the distance should be 10" in both cases.

Once the caverns and tunnels are laid out as per the diagram, the two players place tunnel sections one at a time starting from their table edge.

These represent tunnels cleared or uncovered by the explorers, or known to the Ghar, or perhaps even new tunnels bored through the solid rock to reach the Builder ruins



Ghar Tectorists find the Boromite troops.

beyond. Roll randomly to determine which player lays a tunnel first. Both sides alternate until one side or other breaks through into the Builder ruins.

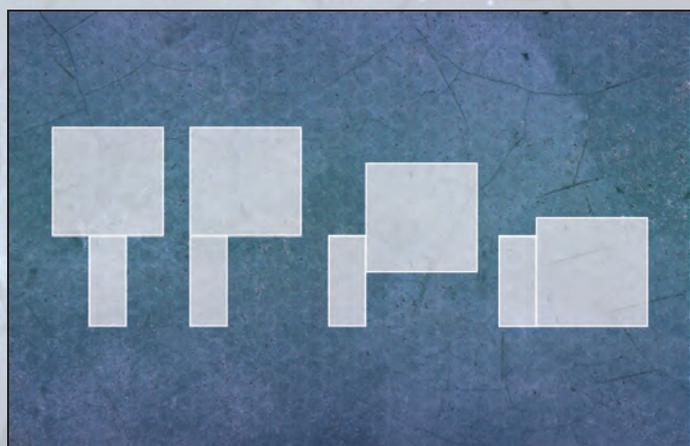
Placing Tunnels. Tunnels are placed at a right angle to the player's table edge heading directly towards the table centre-line. Subsequently, tunnels are extended by placing one section in front of the previous one, so the tunnel progresses directly towards its target. Tunnels never deviate from their course unless a small cavern is encountered (see below). Once the entire 2" leading edge of a tunnel contacts a Builder ruin section the tunnel has **broken through** and the tunnel is connected to the ruins.

When it is their turn to place a tunnel a player can either extend an existing tunnel or start a new one from his table edge, it is entirely up to the player. New tunnels are placed exactly as before, starting from the table edge and heading directly for the centre-line. A tunnel can be placed exactly beside another if you want to create a 'double width' of tunnel, although there is little advantage other than subsequent ease of movement.

Note that, depending on where a tunnel starts, it is possible for tunnels to overlap the Builder ruins when they break through. That's fine. Just lay the pieces of card over each other. If only a portion of a tunnel's leading edge reaches the ruins rather than the whole edge (i.e. less than 2") then tough luck the tunnel has not connected yet and another section will have to be placed to break through properly.

Discovering Caverns. When a tunnel is placed but fails to break through into the Builder ruins, the player makes a discovery roll. Roll a D10.

On the score of a 10 the tunnellers have discovered a small cavern (6 x 6 inches). The player places the cavern so that it aligns to any part of the tunnel covering at least 2" of edge. For example you could just place the cavern in front of the tunnel, and in most cases that is the best thing to do! But a cavern can be placed off-set to one side or even alongside the tunnel if you want. See the examples below.



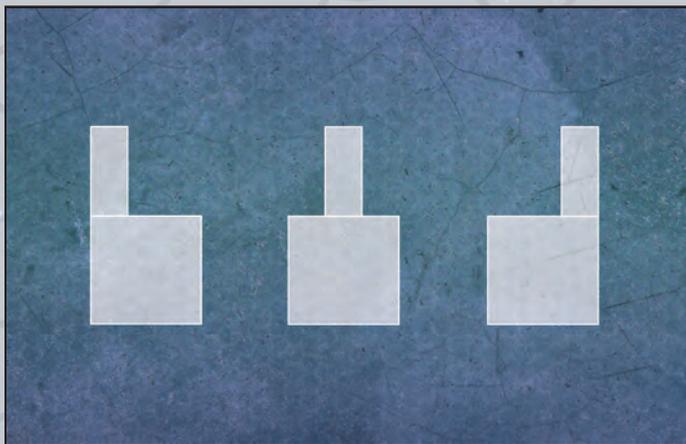
These are some of the viable positions for a cavern – the only rule is that the cavern has to be placed so that at least 2" of edge aligns between the tunnel and cavern.

Up to four small caverns can be discovered in this way – hence the total of eight required at the start of the game. It is possible that one player will discover caverns while his opponent does not, or that no caverns will be discovered at all, and players must be prepared to take advantage where they can.

Note that it can happen that a discovered cavern connects to the Builder ruins or even overlaps with them. So long as a cavern connects to Builder ruins by at least 2" of edge this means the tunnellers have broken through via the cavern. If less than 2" of edge overlaps then the tunnellers will have to place another tunnel to break through properly (i.e. the same as for a tunnel break through). It is also possible for a discovered cavern to join two existing tunnels, in which case the same 2" rule applies for tunnels to be connected.

Tunnelling from Discovered Caverns. Often a discovered cavern won't connect to Builder ruins and the player will want to

continue tunnelling beyond it. The player can tunnel from any portion of the cavern edge facing towards the Builder ruins (the table centre-line), as in the examples below.



Having discovered a cavern the player can continue to tunnel from anywhere along its leading edge.

Breaking through and further tunnelling. Once one player has broken through to the Builder ruins the game begins. Place the Order dice for both forces into the Dice Bag and the players are ready for turn 1.

During the game, both players can continue to place more tunnel sections to extend existing tunnels or start new ones. This takes place at the start of each turn before any Order Dice are drawn, including at the start of the first turn. Each player takes one tunnel section and places it as already described. Randomly determine which player places his tunnel first. Make a discovery roll once each section has been placed as before, and position any caverns discovered in the same way.

DEPLOYMENT

The player who first broke into the Builder ruins deploys one unit within the tunnel that broke through and no further forward than the last tunnel section placed, i.e. if the break through

occurred because you discovered a cavern that connects to the Builder ruins then you can't deploy into the discovered cavern. If your tunnel section overlapped the Builder ruins when it broke through then you cannot deploy into any portion that overlaps with the ruins.

All other forces can enter from the player's table edge via any tunnels already placed. In this game, units can enter play in any turn without taking a Command test – i.e. the same as for units entering in the first turn using the standard deployment rules. This is because the tunnels will constrain both movement and deployment, so we assume troops are ready to move through the tunnels and won't require them to check Command to enter as well.

Although all the Order dice are put into the Dice Bag, if units are unable to enter the table because there is not enough room for them to do so, they must wait for a further turn. It is very unlikely that players will be able to bring all of their force on at once!

OBJECTIVE

The objective of the game is to control as many of the **Builder caverns** as possible by the time the game ends. A cavern is controlled by a player if at least one model from one of his units is wholly within the cavern at the end of the game, and there are no enemy models wholly within the same cavern. In both cases probe units from either side do not count, and neither do Ghar Tectorists or Boromite Vorpals Charges (which are equipment).

Note that it is only Builder caverns that count for controlling the ruins, any discovered caverns on either side don't count as objectives.

GAME DURATION

The game is played until eight turns have elapsed, then roll randomly to see if another turn is to be played as described in the rulebook under Game Duration on page 141. This extra time is allowed because the initial turns are likely to be spent moving troops through tunnels rather than actually fighting and usually go very quickly.

The game also ends at the end of any turn if either side controls 4 or more of the Builder caverns.

VICTORY

Result scores are determined as follows. The scores are designed to feed into the **campaign results** rules as explained on page 59, but they also give you a straightforward result for the game. Result scores are determined as follows.

The side that scores the most victory points has won the game and if both sides score the same the result is a draw.

VICTORY POINTS

For each Builder cavern controlled by the player	Score 1 victory point
If explorers control 4 or more Builder caverns at the end of the game	Score additional 3 victory points
If explorers control no caverns at the end of the game	Ghar score 3 victory points



SPECIAL SCENARIO RULES

Tunnels and Caverns. The tunnels are supposed to be sufficiently wide for two 25mm bases to stand side by side and shoot. Even if there is a slight gap between the models we won't allow another model standing behind to shoot through it. We have this rule to stop the game becoming an exercise in how accurately you can cut cardboard and to make the game playable even with slight variations of base style. Don't worry about a few millimetres either way. We take it as read that the tunnels are wide enough for two 25mm based models to move and shoot down, or one 40-50mm based large model.

The tunnels and caverns are assumed to be high enough for models to move through, including any drones that hover, but not sufficiently high to permit the use of overhead fire. No overhead fire can be used in this scenario – so leave those X-launchers back at base camp!

Frag Borer. If Boromites bring a Frag Borer they can use this to aid their tunnel building. If the player elects to do this then he gets an extra tunnel length to lay at the start of the game – i.e. he begins by laying two lengths and not just one. However, if the player does this the first unit he places must be a Frag Borer regardless of whether the Boromites make the first breakthrough, or if the opponent breaks through first, i.e. the Boromite player's first unit must be a Frag Borer.

Discovery Roll Triggers (optional rule). This rule allows for the intrusion of Xilos creatures as well as happenstance such as tunnel collapses. These rules are optional because they introduce a random element into the game that is rather hard for players to take into account. The extra triggers work well in a more strongly narrative or role-play style of game, and if an umpire is available he can take on the role of the Xilos creatures.

When making a **discovery roll** as described for tunnelling a roll of a 10 indicates that a cavern has been discovered as we have already established. These new trigger rules allow for things to happen when a 1 is rolled as well. When a 1 is rolled then roll the dice again and apply the result from the Discovery Rolls chart.

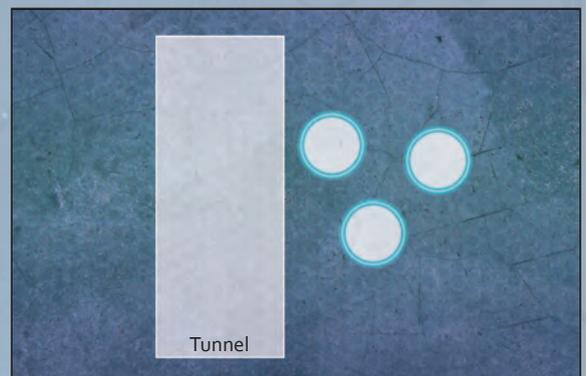
Xilos Creatures. In this scenario the Xilos creatures are treated as a separate 'side' that is controlled by the players themselves. See Xilos Creatures on page 70 for a full description and rules of the various kinds of Xilos creatures.

You will need one extra Order dice for every Xilos creature unit, and these dice will need to be a distinct colour. Mix these into the dice bag in the same way as other Order dice. When a creature Order dice is drawn place it aside, and when the next player Order dice is drawn the **opposing** player gets to use the creature Order dice to activate any creature unit **before** his opponent. For example, imagine a creature Order is drawn – place it aside and draw another dice – if this is a Ghar dice the Boromite player takes the creature dice, selects a creature unit, and makes an action with it in the usual way. Once the creature unit's action has been resolved the Ghar player can use his own Action dice to activate one of his units.

DISCOVERY ROLLS

D10 Result

- 1 Cave in! The tunnel section just placed collapses and is removed. This doesn't stop the player extending the tunnel again, but it means he will have to place another section.
- 2-3 Snappers. The tunnelling has attracted Snappers. The player places a unit of three Snappers beside the tunnel – these come into play once the game begins (see below). Place the unit 1" from the tunnel walls in the surrounding rock something like as shown below. You can place the Snapper unit on either side – it is up to the player to decide exactly where to place it.



Place the Snapper unit within 1" of the tunnel's side edges – the player decides which side to place it and exactly how – so long as the unit is within 1" of the tunnel edge, within formation, with the Snappers placed in the surrounding rock where at all possible.

- 4-5 Drummer. The tunnelling has attracted a Drummer. The player places a unit of one Drummer beside the tunnel – this comes into play once the game begins (See Controlling Xilos creatures on page 72). Place the Drummer exactly as described above for Snappers.
- 6-8 No effect this time – there is only the ominous creaking of the strata and slow dripping of what one hopes is water.
- 9 If the Ghar player is rolling there is no effect (as 6-8 above). If the Boromite player is rolling and he is using a Frag Borer then extend the tunnel (as 10 below). If the Boromite player is rolling and he is not using a Frag Borer there is no effect (as 6-8 above).
- 10 The tunnelling is going very well! Immediately place another tunnel section to extend the one just placed, and make a further discovery roll in the same way as for a newly laid tunnel section.

Xilos Creatures: Snappers and a Drummer



In this version of the creature rules, the creatures won't make any reactions as they are not directly controlled by a player except when making an action. At the Turn End phase, return creature Order dice to the dice bag in the usual way, and make any necessary recovery tests to recover Order dice from creature units that have gone down. Either player can do this.

If a Xilos creature dice is drawn immediately after a Ghar Distort dice then the Distort affects a Xilos creature unit. This just means the opposing player to the following Order dice drawn selects a creature unit and it goes down. This does mean that the players will be drawing a succession of Order dice, which can get potentially confusing, so take care in these situations to get the sequence right.

DESIGNER'S NOTES

The dimensions of the table are obviously important in this game and the size of forces has been adjusted to suit a typical 6 x 4 foot table. If you have a longer table you can add more caverns and tunnels to the central Builder ruins by extending to either side. If your table is wider than four foot across just start your tunnels exactly 24" from the centre-line. A longer table with extra caverns does allow for bigger forces or for multi-player games with players starting from different positions.

The game can be played with any forces should players wish to do so. Boromites benefit from the provision of Frag Borers as noted in the scenario rules. You can also have either or both sides as two player Friends and Foes, dividing the long edges into two halves to facilitate this. If you want to play the Ghar as a standard force against two players as Friend and Foes, then choose either 500 or 750 points for each force but award

the Ghar player double victory points. The Friends and Foes score victory points individually, but if one of the players scores more victory points than the other the higher scoring player gets all the victory points from that side. If both score the same then both keep their total. This can make for an interesting final turn! This variant is inspired by the fractured relationship between Arran Gestalin's Boromites and Amano Harran's Freeborn.

A further idea that has been suggested is to play this game as a four-way with four teams of rival explorers playing from the long edges, and the Ghar playing from the short edges digging intercepting tunnels. That would certainly be anarchic, but will potentially make an interesting day's play for a bigger club game.

In the event that two players are on the same side playing as Friends and Foes it will be necessary to decide who exactly controls Xilos creatures when their Order dice is drawn. The easiest method is just to randomise between players on the 'same side'.

The Xilos creatures can alternatively be played by a separate player, in which case this player controls them when the creature Order dice is drawn and can decide which enemy units to attack or avoid. The creatures are allowed to make reactions, as now there is a player to decide what to do, and in every other respect the creatures are just played as an independent force. The Xilos creature player earns 1 VP for every Builder cavern not claimed by any other player at the end of the game. The scenario envisages the presence of Drummers and Snappers, but the introduction of a single Gulper would certainly give the players something to worry about!



Algoryn Armoured Infantry burst from a tunnel complex.



Scenario 5

Jail Break – The Battle for Freedom

The sudden arrival of Ghar reinforcements appeared to spell disaster for the allies just as they were gaining the upper hand over their enemy. As the allied fleet moved to intercept this second Ghar fleet in space, the approaching armada released a cloud of gigantic drop ships. The massive, spherical, metallic drop ships hurtled towards Xilos, oblivious to enemy fire and the remnants of the planet's defences. The drop ships fell upon the mountainous region where Karg had built the planet's largest and most well-defended redoubt, the very hub from which the High Commander controlled the Ghar armies on Xilos. Some drop ships were destroyed by the Ghar's own defences, others plunged into the sea and were lost, while a few veered off-course and landed elsewhere upon the planet's equatorial continent. But most fell in the heartlands of Ghar territory. From their great silver

bellies poured a merciless Ghar army of machines and men – if indeed Ghar can be named as such.

The Concord strategic shards remained largely blind to Ghar activities on Xilos thanks to the pollutant radiation that continued to rise ever higher during the fierce battles through the Builder ruins. These erratic energies and unpredictable spatial distortions made it almost impossible for the allies to build an effective planet-wide nanosphere. This made communication over long distances difficult and reconnaissance by drones almost impossible. The Algoryn, long since accustomed to fighting the Ghar, had developed robust human-focussed systems that coped more easily with such problems. Although less sophisticated and often less capable in general terms, the Algoryn approach to technology

THE REBELS ARE COMING

'F-F-F-F-Fartok!' bawled Karg so loudly that slaves cowering in the deepest caverns of his redoubt shook as they heard him.

'Yes, High Commander, there is no doubt. It's the filthy rebels,' whimpered the poor underling tasked with explaining to their leader that the hoped-for reinforcements had turned out not to be reinforcements after all.

'No, I cannot believe it! Not Fartok! Never!' spat Karg with such vehemence that his human slave lackeys hurried to dab away the spittle that dribbled from his mouth and pooled upon his flabby chins.

But Karg knew it was true. He pushed away the slaves with which he so loved to surround himself, their pink and scented flesh so sumptuous, so arousing, so very un-Ghar. But then Karg was not like any ordinary Ghar. Just one of a batch of experimental clones, he nurtured ambitions and desires that no Ghar rightly ought to feel. For Ghar were bred to be loyal to their kind and to the Supreme Commander above all else. It was impossible for a Ghar to even imagine what self-interest was, let alone deception or intrigue. But Karg was different.

And so was Fartok! But where the genetic experiment had created in Karg a ruthless mind twisted by greed and ambition, Fartok was as loyal a Ghar as it was possible to imagine. But even Fartok was not like other Ghar. He was

clever and he was cunning. Admittedly the ranks of Ghar Command are filled by many of whom the same could be said. But Fartok was also imaginative, able to conceive new strategies, even able to understand something of the strange technologies of their enemies. All these things made Fartok the most successful of all the High Commanders of the Ghar Empire, more successful even than Karg himself!

'Seal the outer defences and collapse the access tunnels,' snapped Karg. The underling scuttled away to relay the instruction to the Ghar command web, grateful to escape the presence of his master so quickly.

So Fartok had found him at last! Well Karg had beaten Fartok before on the battlefield of Ephra, and he would beat him again on the battlefield of Xilos. Karg smiled as he remembered how easy it had been to lead his rival into a trap, and how simple to blame Fartok himself for the disaster afterwards. The Supreme Commander was a fool who would believe anything Karg told him! Karg had especially relished the moment when Fartok was dragged before him, covered in filth from the battlefield, and when he had declared the High Commander and his entire Battlegroup outcast. Outcasts! Failures! Slaves! Oh how happy he had been. He chuckled inwardly as he recalled Fartok's disgrace when he was hauled away to his fate. Even Fartok's subsequent escape and the news that the former High Commander was leading an entire army of outcasts scarcely diminished Karg's satisfaction. For Karg hated Fartok. He hated him more than it was possible for a Ghar to hate anything.



proved better able to survive the rigours of warfare on Xilos. It was the Algoryn who were the first to realise that all was not quite as they expected with the new Ghar reinforcements. Patrols by rapid Intruder units reported the most extraordinary evidence of warfare between the Ghar themselves. At first these reports were dismissed, for such a thing had never been known before. However, as further intelligence followed, it became clear that something like a civil war had broken out among the Ghar on Xilos.

What the explorers could not know was that the newcomers were led by none other than the infamous Ghar rebel Fartok – High Comander Karg’s mortal enemy! Karg and Fartok had once commanded rival Battlegroups fighting for possession of the world of Ephra against the Algoryn. Karg’s Battlegroup 10 and Fartok’s Battlegroup 9 were ordered to attack a heavily fortified Algoryn bastion. Battlegroup 10 was supposed to clear the path of all defending forces allowing Fartok’s troops to make a direct assault upon the enemy fortress itself. Karg reported that Fartok’s route was free of the enemy, but when Battlegroup 9 advanced they were ambushed and practically wiped out by Algoryn in their path. Karg made sure the humiliating failure of battlegroup 9’s attack was blamed entirely on Fartok’s incompetent leadership rather than his own failure to clear the route. As a result Fartok and all the other survivors of the attack were declared outcasts. Fartok and his comrades were reduced to the rank of mere slave soldiers. As punishment for their failure their lives were to be expended in suicidal attacks to expose Algoryn positions ahead of the

advance of Karg’s Battlegroup. Fartok, however, had refused to accept his fate, and together with the remnants of Battlegroup 9 escaped and established a rival army of former slaves. Since then, Fartok had gone on to become a thorn in the side of the Ghar Supreme Commander – attacking Ghar convoys and raiding Ghar controlled worlds – freeing slaves to fill the ranks of the ever expanding Outcast Rebel Army.

When Fartok’s fleet intercepted a Ghar scout ship sent from Xilos he saw his chance to avenge himself upon his old enemy. The scout was carrying the news of the Concord and Algoryn attack upon Xilos to Gharon. Fartok took a grim satisfaction in Karg’s predicament. Not only was the Ghar leader trapped by the enemy fleet, but now he had been forced to ask for reinforcements from the Supreme Commander himself! The scout ship’s crew were quickly persuaded to join the ranks of the rebels. Though not all survived the persuasion, those that did soon became enthusiastic supporters of the revolt, and so Fartok learned where the Xilos gate was. The cunning leader of the Outcast revolt had an opportunity to track his enemy down and destroy the traitor once and for all. The destruction of Karg would not return him to the position of honour and prestige he had once enjoyed as a successful High Commander of the Ghar Empire. Those times were gone, however unjust the judgement upon him and all of Battlegroup 9. But it would be justice of a kind.

Fartok’s fleet caught Karg’s own blockading ships by surprise. At first Fartok’s ships were mistaken for further Ghar Empire

reinforcements and allowed to pass through the defences. It was a mistake that became all too apparent when the newly arrived ships fired a storm of quantum-gravity missiles into the heart of the blockading fleet. Within moments the unsuspecting ships were reduced to a black cloud of tangled wreckage amidst a sea of wildly twisting space-time. Fartok's ships sped on, not waiting to survey the damage or even pick up survivors, fearful of being caught in the roiling spatial catastrophe they had unleashed. The ships headed straight for the tiny blue third planet where Fartok knew he would find his quarry.

The Concord and Algoryn fleet saw the Ghar coming and moved to intercept. The Ghar sped on, and simply burst through the cordon of enemy ships and past Xilos itself, aiming for a slingshot around Xilo's sun. The manoeuvre took the allies by surprise, but they had not considered the reckless courage of the Ghar, whose vast drop-ships barely had time to slow their velocity before falling into the atmosphere. Karg, observing from his fortress redoubt in the heart of the encircling mountains, must have been jubilant. Here at last – the reinforcements he had asked for and a whole Ghar Battlegroup by the look of it! The tide had finally turned upon the abominations. Sadly for Karg, and happily for the allies, Karg's joy was to prove short-lived.

The battle between the Ghar armies of High Commander Karg and the forces of the Outcast revolt led by Fartok would occupy the rivals until the very end of the fighting on Xilos. The Outcast ranks were swollen by hundreds of defectors, but Karg's troops were already emplaced in almost impregnable positions all over the planet. The presence of the rebels began to stir disquiet among the ranks of Karg's own Outcasts, something which Fartok did much to encourage by means of raids aimed at freeing as many of his enemy's slaves as possible. Neither hope nor freedom were concepts normally entertained by Ghar, and least of all by Ghar Outcasts, but the successes of the rebel leader had stirred something new in the Ghar psyche. As for the allies, the 'civil war' between the opposing Ghar armies served to keep both Ghar factions busy, but neither seemed any less determined to take the fight to allied forces when the chance arose.

JAIL BREAK

Fartok is pursuing his arch-enemy Karg and has tracked him down to the unexplored world of Xilos. Fartok's Outcast army is engaged in battle against Karg's notorious Battlegroup 10 and will stop at nothing to avenge the betrayal of Ephra. The forces of Fartok's Outcasts grow every day as more slaves flee from his enemy's control to join the ranks of the rebels. Fartok's fighters search for enemy slave pits in order to liberate their enemy's Outcasts and foment the revolt against Karg.

This is an attack/defence game in which the Ghar must defend three slave holding pens or pits against Ghar Outcasts. If the Outcasts capture the slave pits they free the slaves inside who will immediately take up arms against their former masters.

RUNNING THE GAME

This game is designed for opposing Ghar forces, one representing the Ghar army of Battlegroup 10 and the other representing forces of the Ghar Outcast Rebels. The game itself is a variant of the standard Hold the Line scenario from the Antares rulebook, replacing the defensible positions with slave pens, and allowing for freed slaves to join their liberators.

THE FORCES

This scenario is the fifth game in the Xilos campaign series and is presented as a battle between rival Ghar forces for possession of three slave holding pens. The game can also be played with other forces if you wish, with the holding pens housing captives from the attacking side.

The scenario is suitable for forces of any size and we'd recommend between 1000 and 1250 points for a standard sized table. Up to three additional Outcast units will be required to represent freed slaves.

SET-UP

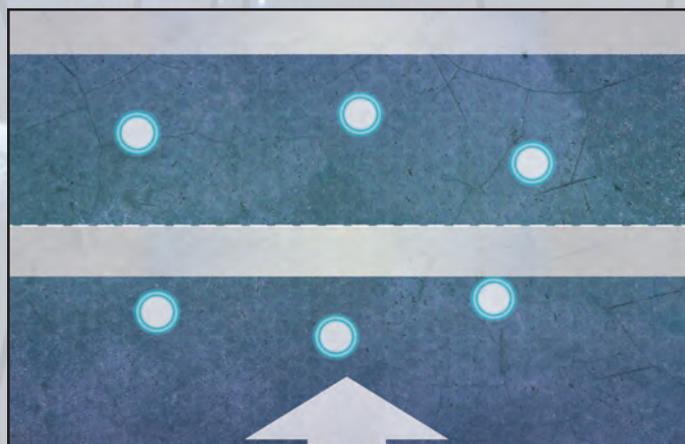
The defending player sets up six holding pens or pits, roughly circular and about 4" across. Three are placed in the defender's half of the table at least 5" from the defender's table edge. Three are placed in the attacker's half of the table no closer than 5" to the centreline. No pen can be placed within 10" of another pen – i.e. keep the pens more than 10" apart so they are spread over the table. Any pens can be positioned on hills or accessible high ground if the player wishes.

Leave an area of 3-6" around each holding pen and arrange terrain as described under Setting Up The Terrain on page 139 of the rulebook. The battle takes place in the mountainous interior of Xilos, so suitable terrain would include rocky pinnacles, rocky ground, boulder fields, or any hill, crags or fissures. You could also include typical Xilos vegetation from jungle to low scrub, or dumps of rubbish and scrap heaped up by the Ghar. Obstacles could be rocks, vegetation or barriers constructed by the defenders.

DEPLOYMENT

The defender deploys half of the Ghar force anywhere within their own half of the table. The remaining defenders enter the table from the player's table edge in the first turn.

The Outcast attackers enter the table from their own edge in the first turn.



The attackers enter in the first turn

The defender places six holding pens. Three go in the defender's half of the table at least 5" from his own table edge. Three go in the attacker's half of the table at least 5" from the centreline.

Any pens can be placed on hills or accessible high ground. Other terrain is placed in the standard way, leaving a gap of at least 3" around the holding pens for access.

OBJECTIVE

The objective of the game is for the Outcasts to liberate as many slaves from the slave pits as they can. The objective of the Ghar defenders is to stop them.

GAME DURATION

The game is played until six turns have elapsed and then roll to determine if a seventh turn is played as per the Antares rulebook page 141.

In addition, if all six holding pens are broken open by the attackers before time is up then the game is over at the end of that turn.

In this game the opponents hate each other with a savagery that few other races can muster, so no account is made of the armies reaching their break point.

VICTORY

Result scores are determined as follows. The scores are designed to feed into the **campaign results** rules as explained on page 59, but they also give you a straightforward result for the game itself.

The player whose force scores the most victory points has won the game. If both score equally the result is a draw.

VICTORY POINTS

Each slave pit broken open by the attackers allowing the slaves to escape	1 victory point to the attacker
Weapon stash uncovered by the attackers	1 victory point to the attacker
Each holding pen not broken open by the attackers	1 victory point to the defender

SPECIAL SCENARIO RULES

Distort Dice. Although we have two Ghar forces in this scenario we have found it best to include only one Distort Dice in the dice bag to keep things moving. However, if both players are so inclined by all means add the extra dice in. This makes the game slightly harder for the attackers because the defenders score points automatically for any holding pens not broken open at the end of the game.

Holding Pens. Before the game the players will need to make up six card chits numbered 1-6. Place these in a cup or similar container. When the attacker breaks open a holding pen he draws a chit unseen from the cup to determine what he has 'liberated'. Alternatively you can download our ready-to-print cards from Beyond the Gates of Antares website: www.gatesofantares.com

D6 Result

1-3	Slave pit containing an Outcast Squad – Hurrah! Freedom for Outcasts!
4	Slave pit containing 'enraged' Outcast Squad! - Kill! Maim! Destroy!
5	Weapons Stash! - Rearm fast men!
6	Pen containing a Xilos Gulper – Arrrggghhh! Gulp!

A holding pen is automatically broken open by the attackers if at the end of any turn there is an attacker unit in touch with the pen and no defenders. In either case, flitters and tectorists don't count – i.e. probe units from either side don't count. A pen can only be broken open once.

If the pen is a slave pit or contains a Gulper place the escaped unit next to the pen. The Gulper is being kept by the curious Ghar High Commander. It is possible Karg has taken a liking to the strange beast. Either way its escape spells trouble for everyone.



*Ghar High Commander Karg 12-40-9
with Ghar Battle Squad*



“For generations we have feared what we did not understand. We turned our hatred upon the loathsome others, the outsiders, the abominations. Now we face the most dangerous challenge of all – more vile and terrible because it comes not from outside – but lies at the very heart of Empire.”

Fartok, Leader of the Outcast Revolt

Outcast units, including enraged ones, become part of the attacker’s force and the attacker adds an Order dice to the dice bag for each unit he liberates. Each slave pit broken open counts victory points for the attackers.

If the pen contains a Gulper it escapes and starts to rampage around the battlefield. You will need a distinctly coloured Order dice to represent the Gulper, place this into the dice bag at the start of each turn. See Scenario 4: Tunnels and the Xilos Creatures section on page 70 for rules about controlling Xilos creatures. The liberated Gulper counts no victory points for either side, though it counts for the defenders if the attackers don’t let it loose.

If the pen is a weapons stash then any of the attacker’s Outcast squads within 10” of the weapon stash at the end of the turn it is discovered automatically replace all of their lugger guns or other standard weapons with plasma carbines for the remainder of the game. If there are no Outcasts within 10” at the end of the turn the weapon stash is discovered it is of no practical use in the game – but still counts towards the attacker’s victory points at the end of the game and denies a victory point to the enemy. Outcasts escaping from adjacent pens in the same turn that the weapon stash is opened will be able to pick up plasma carbines if they are within 10”

Outcast Squads. The holding pens contain many Outcast slaves crammed into holes in the ground, chained up, or simply penned together to keep them in their lowly place. When the pens are broken open the slaves overpower their guards and break out. For our purposes it is convenient that the Outcasts from each pen are represented by a standard Outcast Squad armed with lugger guns and with no further options. We might imagine other slaves scatter amidst the confusion or are simply too terrified to join the fighting!

Among the slaves is a group of Ghar fighters who have been recently outcast by Karg in blind rage following the failed encounters against the allied forces. These Ghar are so enraged by their treatment their hatred for Karg’s forces is almost unstoppable and they set about the fight with extraordinary enthusiasm. The Enraged Outcasts are the same as an ordinary Outcast squad except that they have a Command stat of 10 and not 7/6.

DESIGNER’S NOTES

This scenario is designed to represent Fartok’s attacks upon rival Ghar forces in order to liberate more Outcasts, and the arrangement of pits with their various slaves, weapon stashes and Xilos creatures reflects this idea very strongly. However, the scenario can be played by any forces, with the attackers fighting to liberate prisoners, captive creatures, weaponry, equipment, or whatever. If you want to play this scenario with other forces in the attacker role it is necessary not to make the released captives too powerful. A reduced sized standard unit of the standard type – say three models rather than five or six – should prove sufficient, for example, with Concord Strike Troops. It will also be necessary to decide what kinds of troops can open up pens, and it is suggested this should be limited to infantry units or equivalent command.

The pens are allocated using cards to make sure that only the location of the squads, stash and gulper is randomised, rather than the contents of the pits themselves. However, it would be possible to throw the whole thing open to a random chart which could potentially include other kinds of human captives, other Xilos creatures, or pens that are entirely empty. This would introduce an element of randomness into the game which, while entertaining, would be impossible to balance with any certainty. The result would be something of a knock-about game, but there’s nothing wrong with that so long as the participants know what they’re getting into.



Ghar Outcasts with Disruptor Cannon

Scenario 6

A Greater Conflict – The Builders Awake

Despite the considerable efforts of the far more numerous Concord and Algoryn forces, it was Arran Gestalin's Boromites that were the first to unlock the secret of Xilos. Without knowing it, the puzzle was one that only the uncanny Guildless and her engineering clansmen were properly equipped to solve. Using their heavy mining equipment and considerable expertise, the Boromites were able to break into the great annular spine of the ancient builder undercity. It was the chance discovery of a stasis key inside a time-locked vault that enabled the Boromites to find and plunder the first of a series of sealed stasis chambers.

The Boromites had discovered a treasure house of technology that promised to reveal much about the Builders and their fate. Using the stasis key the Boromites opened a succession of stasis chambers: caverns and tunnels sealed in time in ages past. When the first of these chambers was opened the sudden inrush of time turned everything within to dust, the barriers of centuries breaking with such force that Boromite explorers were sucked inside the swirling time-vortex and consumed. Nature abhors a vacuum they say, and so it is with time no less so than atmospheric pressure. However, with care and careful experimentation the Boromites eventually learned how to slowly stabilise the time seals and open the

chambers safely. As chambers were opened one after the other, the destructive effects of the time-balance were reduced the further the Boromites penetrated the Builder's domain. Rather like a succession of air-locks evens out air pressure, so too the succession of stasis chambers was designed to create a steady time gradient.

Arran Gestalin's clansmen could not hope to carry off the contents of the chambers they had uncovered. Instead, they took the most promising looking of the items that were easily transportable, leaving behind some of their number to guard the rest. However, unknown to the Guildless or her clansmen, the Boromite explorers had been carefully followed by Amano Harran and his band of Freeborn adventurers. The few Boromites left to guard the stasis chambers were soon overcome, killed or captured along with the contents of the chambers. Within the time-distorted caverns of the Builders it was almost impossible to communicate over anything but the shortest distances, and the Freeborn leader was careful to follow at a pace that would not arouse suspicion. Amano sprang only as Arran Gestalin stepped into the bright column of light that formed the final stasis interface of the last and greatest of the caverns, deep in the bowels of Xilos.



Concord troops move in supported by a C3M4 combat drone.

TIME AND THE FOOL

Arran Gestalin sensed her mind drifting into the machine as she became one with the thoughts of the Builders – or at least as close as it was possible for a human mind to co-exist within the strange alien interface. The process had terrified her unbearably the first time she had stepped into the scintillating iridescence, the strange interface that had allowed her to open the stasis chambers of the lower levels. Now she found the process exhilarating as her sense of self dissolved away, and she understood without consciously understanding, knew without really knowing, what it was that slept at the heart of Xilos.

'No...' she cried suddenly snatching the stasis key from its recess in the glassy Builder machine. The glittering interface vanished in an instant. The inner-lights of the countless gigantic devices within the cavern flickered and died. The murmuring of machinery fell to silence. There was only the vast darkness of the immense circular cavern surrounded by the huge alien machines now so silent and obsidian black.

'Guildless...' cried her gang master in alarm, seeing her sway as if suddenly stricken. Quickly his heavily muscled arms enfolded her slight frame as she staggered from the machine, the stasis key in her slender hand.

'It's... too powerful, Alcazak... it's... it's,' she tried to explain but there were no human words for what Arran had glimpsed: the thing she had been on the edge of setting loose before willing herself free of the interface. The effort had exhausted her and her eyes held the far-away look of one who has witnessed unimaginable horrors.

'Hold it right there, Princess!' With a swirl of light Amano Harran appeared as if from nowhere. All about other Freeborn blinked into existence behind and around the Boromites, knocking them to the ground and plucking weapons from the astonished grasp of the clansmen.

'Freeborn scum, I thought I'd left you for dead!' spat Alcazak as one of Amano's men seized his pistol and gestured he raise his hands.

'Ah yes, my squamous friend,' smiled Amano generously. 'That was what you were meant to think. What you killed was an interesting creature – a kind of replica – unstable and temporary of course. A little trick we discovered a while ago. Clever, isn't it? Almost as clever as this – well I suppose you'd call it *invisibility cloak* – that allowed us to overcome you and your men so easily.'

Arran Gestalin was still dazed from the sudden rupture with the interface. 'Amano...' she gasped searching his face with hazy eyes, 'is that you..?'

'In the flesh, Princess,' he announced, snatching the stasis key from her hand as he did so. 'Ah... The stasis key or – as I like to think of it – time twister!' He twirled the strange shaped rod in his hand. 'Now let us see what it can really do!' And so saying he plunged the key into the shaped recess in the great glassy machine. Suddenly the cavern was once more alive with light and the murmuration of machines – machines with minds – alien minds intent upon an altogether alien purpose.

'No... don't... you don't understand,' cried Arran Gestalin as Amano Harran stepped lightly beneath the scintillating iridescence of the interface.

'Oh please,' he smiled, 'don't take me for a fool!'

Using a concealment device that the Freeborn had uncovered in one of the stasis chambers, Amano Harran was able to sneak up on the Boromites and overcome Arran Gestalin and her clansmen. He snatched the stasis key from the Guildless' hand and plunged it into the strange alien machinery, activating the Builders' mental interface. He scarcely realised that by doing so he had triggered a process that was now irreversible. The stasis fields cracked open and as the time-field gradually normalised, what was revealed was nothing less than the core constructional element of a new Antarean gateway: a dimensional vortex at the heart of Xilos. As the vortex shed its bonds of stasis the new-born gate began to pulse with life, sending ripples of spatial energy through the rocky cavern as it raged out of control. The swirling vortex expanded as if testing its strength and as it grew it absorbed the glassy Builder machines that surrounded it. Soon it breached the walls of the cavern itself, feeding upon all it touched and growing ever stronger as it did so. It was obvious that if it continued to grow apace, the vortex would engulf the Boromites, the Freeborn and the planet itself!

Unknown to the explorers on Xilos, the fracture of the Builder's sequential time vaults had not gone altogether unnoticed. The sudden distortion of space-time sent shock waves of dimensional instability throughout the Antarean Nexus. Some gateways appeared to rise and fall within the

photosphere of Antares, threatening to disappear altogether. Others thrashed wildly as if shaken by an unseen power, making any attempt to use them impossible. The Isorians, the acknowledged masters of dimensional engineering in all of human space, were alert to these dangers for they had long since made a study of the Builders' technology and of all human-kind had come closest to understanding its most rudimentary principles. Indeed, it was because of their past experiences of dimensional-manipulation technologies that they feared for the future. The last time that such forces had been unleashed had led directly to the Trisapient Catastrophe followed by three thousand years of darkness and isolation.

The currents of energy that flow through trans-dimensional space are convoluted and unfathomable. The innermost mechanisms of the nexus rely upon the interaction between time and gravity, both held in perfect equilibrium as pure potential at the core of the Builders' great creation. When the Isorians detected disturbances in the continuum, they hastened to activate contingency plans long-since put in place to face such an eventuality. A trans-dimensional task force would be sent to the source of the anomaly. This was a feat never yet attempted. None the less, the Senatex understood the theory and were well prepared. The disruption to the continuum resulting from the broken stasis seals upon Xilos had created a time gradient that a chronophasic craft could



follow. Indeed, such a craft would be drawn by differential time pressure towards its destination, though whether it was possible for humans to survive the transition was uncertain. The Isorian Senatex made its judgement. Faced with the possibility of the destruction of the entire Antarean Nexus as opposed to the loss of its craft and crew, the decision to dispatch the trans-dimensional task force was inevitable.

The Isorian craft erupted through the temporal interface and landed in Xilos' tropical ocean. Drawn by the time gradient to Xilos, the craft had emerged into real space at the same moment that the Boromite's opened the first of the Builder stasis chambers. Paradoxically, the Isorians therefore arrived on Xilos well before they ever left Isori. This was the first time a trans-dimensional craft had ever succeeded in travelling through both space and time independently of the Antarean Nexus. It was confirmation of the Isorians' mastery of core Builder technologies. The journey was only made possible because of the impermanent temporal anomalies triggered by the opening of the Builder stasis chambers. Once the time gradients equalised, such an ambitious experiment as trans-dimensional travel could no longer be repeated. There was, in other words, no way back. The Isorian craft and its task force would have to return via the Antarean Nexus or not at all.

The arrival of the Isorians at the vital juncture merely added to the confusion. All the explorers already on Xilos converged upon the vortex without realising the peril they were in. In fact only the Isorians appreciated something of the danger presented by the unstable trans-dimensional energies unleashed. They understood only too well that the vortex had the potential to wreak havoc throughout the Antarean nexus. Perhaps it would even cause a collapse as great as that which had ended the Trisapient Age. The Isorians' knew they had to locate and stabilise the vortex before it grew strong enough to

overturn the entire Antarean nexus. None of the other explorers could know this thanks to their entirely incompatible IMTel, while it is unlikely the Ghar would have aided the Isorians even if they did. As the Isorians rushed to prevent impending disaster, they found themselves attacked from every side. It was only with great difficulty that they were able to reach the vortex and deploy their uniquely engineered dimensional stabilisers.

Even if the stabilisers were to prove successful what would be the fate of the explorers on Xilos? If the Isorians were correct the stabilised gate would continue to grow steadily, feeding upon the planet until it became a new gateway. Would the explorers manage to retreat from the caverns and reach their transmats, landers and spacecraft in time to escape? Or would the Isorian's technology fail and the vortex wreak destruction throughout the nexus, destroying Xilos, the explorers and everything within its wake? All these things can only be resolved by the conclusion of the Xilos Horizon adventure and the sixth and final scenario of the campaign.

A GREATER CONFLICT

The explorers have unleashed more than they bargained for and now a trans-dimensional vortex threatens to consume them, the planet, and the entire Antarean Nexus! The Isorians have planted dimension stabiliser charges which – if successful – may yet give the explorers time in which to escape from the ever expanding vortex.

This is a breakthrough game in which rival Concord, Algoryn, Isorian, Boromite and Freeborn forces fight their way through two rival forces of Ghar and Ghar Outcasts to escape the Builder underground city and reach the transmats and spacecraft standing ready to take them from the collapsing planet.

RUNNING THE GAME

This battle represents the climax of the whole campaign and features all the combatants in a final battle for survival. A large table will be needed to play the game as well as at least six participants and a full day.

Because the game involves so many players and takes place across three 'sub-tables' it is likely to become complex. It is therefore a good idea to have a separate umpire, and ideally three umpires as the fighting is likely to devolve into separate engagements on each table during the early stages of the game. It is also helpful if the players have a few helpers to assist with dice rolling once forces become intermixed. When not required they can also make themselves useful brewing tea.

THE FORCES

This scenario is the sixth and final game in the Xilos campaign series and is presented as three paired engagements. These pairs become intermixed as the fighting unfolds across the table. The scenario is designed for Ghar versus Ghar Outcast Rebels (Pair A), Boromites versus Freeborn (Pair B), and Isorians versus a combined force of Concord and Algoryn (Pair C).

The scenario is suitable for skirmish or combat forces of between 750 and 1000 points each. Taking place in the underground cities of the Builders, the forces can include all but strategic units, which are generally too large or bulky to travel through the tunnel network.

As always the various participants can be substituted for other forces if the players wish and forces can be expanded to include strategic units if the players prefer. See the designer's notes for further comments and suggestions.

SET-UP

The battle has been designed as a club game where players have access to tables and sufficient space to accommodate all the participants. Most gaming clubs have 6 x 4 foot tables and this

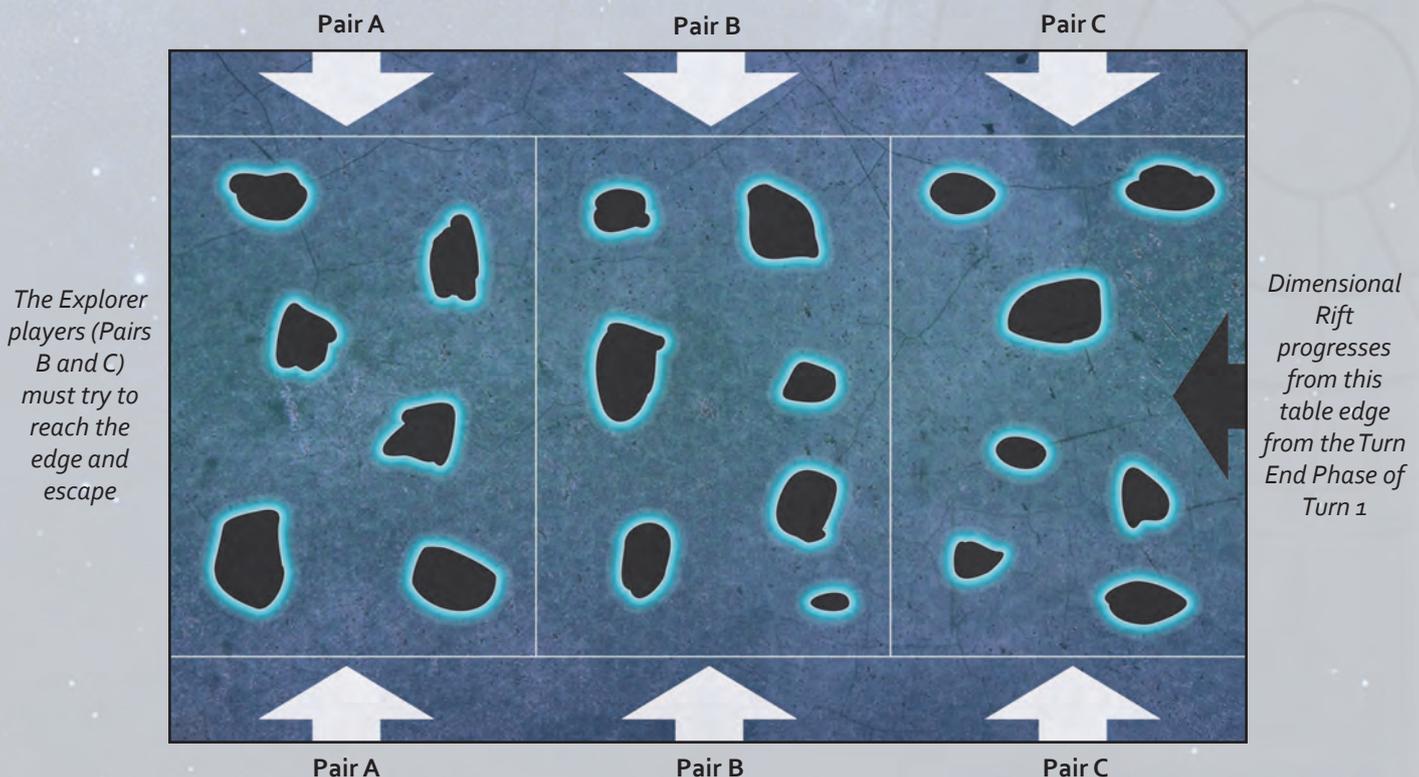
scenario requires three such table placed edge to edge to make a single playing area 12 x 6 foot.

The playing area is divided into three separate zones corresponding to each of the three tables (A, B and C) with a pair of players to each zone as shown on the accompanying map. The table represents the spine of the Builders' underground city with the dimensional rift to the right and the escape route to the left as shown on the map. The long twelve foot edges of the table represent solid rock with tunnel entrances allowing access to the table at the mid-zone starting positions indicated on the map.

The whole area is covered in rocky spires, areas of boulder or rocks, rubble, debris forming obstacles, and fissures in the tunnel surface. If umpires are available it is recommended they set up the terrain. Otherwise the players can set up the terrain in the usual way for each table zone as described on page 139 of the Antares rulebook, choosing suitable terrain of the kind suggested. Players are reminded that they do not know which side of the table they will play from when setting up, so if placing their own scenery it is necessary to make sure all the starting positions allow for access down the table towards the escape route. This is especially important for pair C as they are in immediate danger of being swallowed as the dimensional rift advances down the table. Pair A are not as concerned about movement from zone to zone as they are not trying to escape, but it is important that there is reasonable access from table B to A for the other players. Impenetrable terrain must not be placed in a way that effectively blocks progress from one table to another.

DEPLOYMENT

Each of the three pairs rolls randomly to decide which of the two opposing zone edges they will play from. Each zone has a starting point at the mid-table position shown, representing a tunnel entrance in the surrounding rock. It is convenient to mark this entrance point in some way for each player.



The players begin with their entire forces off table and can enter from turn one onwards. Units entering the table measure their move from the starting point indicated. Bear in mind that this is likely to limit the number of units that each side will be able to deploy at once.

Any units entering the table in turn 1 do so without making a Command test, any units entering subsequently must take and pass a Command test to do so. This is the standard rule as described under Deployment on page 140 of the Antares rulebook.

OBJECTIVE

Although every player has the same basic objective – to survive – pairs A and B also have old scores to settle with their opponents. For this reason the different players score victory points in slightly different ways.

Pair A. The primary objective of the opponents on table A is to destroy the forces of their opposing pair mate, i.e. the forces of Fartok and Karg battle it out as the Outcast commander seeks vengeance upon the traitor Karg. Although this takes priority above all else, additional victory points can be earned by destroying units belonging to other players.

Pair B. The primary objective of the opponents on table B is to escape the advancing dimensional rift. Although this is their main aim each player also gains substantial victory points by destroying the units of their opposing pair mate and capturing Builder relics.

Pair C. The primary objective of the opponents on table C is to escape the dimensional rift taking the Builder relics with them if they can.

GAME DURATION

The game is played until the dimensional rift reaches table zone A. This is likely to take 10-12 turns making this quite a long game in all, although it is possible for it to end sooner if all the forces involved either escape or are destroyed.

As soon as the dimensional rift reaches table zone A the game is over, except that any units overtaken by the dimensional rift

during the final Turn End phase get a last minute chance to sprint to safety as explained in the special rules below.

VICTORY

Result scores are determined as follows. The scores are designed to feed into the **campaign results** rules as explained on page 59, but they also give you a straightforward result for each paired set of players, and an overall result for all the players.

SPECIAL SCENARIO RULES

Caverns. Although the tabletop represents part of the Builder underground city, we shall assume the cavern is large enough and high enough so that no special rules apply and overhead weapons can be used normally. Note that this is different to the Scenario 4: Tunnels (page 31).

Three Games in One. If we were to play this as a single six-sided game most of the players would spend a great deal of time doing nothing and the game would take forever to resolve to a conclusion. So instead, we have three dice bags, a separate dice bag for each table zone. This is why it is a good idea to have a separate umpire for each table as well, although this is not essential of course.

At the start of the game put the Order dice for the opposing pairs into the dice bag for that table zone. Play the games at whatever pace the players find convenient. Don't worry about trying to coordinate the three games together, it doesn't matter if one table is playing turn two while another is playing turn five.

At the Turn End phase for each table zone, collect together all the Order dice for the units on that table zone. This means that as the armies in zone B and C move along the table their Order dice will move from one dice bag to the next, and so on. Because a force might have Order dice in two (or theoretically even three) dice bags it is useful if players have 'helpers' to keep the game going in situations where the same force is actively involved with two or more units on different tables at the same time.

VICTORY POINTS

Pair A

Opposing pair A unit destroyed by your forces..... 1 victory point each
 All opposing pair A units destroyed..... 1 extra victory point in total
 Each B or C player unit destroyed by your forces..... 1 victory point each

Pair B

Each of your units leaving the table edge by the end of the game..... 1 victory points each
 Each of your units in zone A at the end of the game..... 1 victory point for every two units
 (e.g. 2 or 3 units = 1 victory point)
 Each opposing pair B units destroyed by your forces..... 1 victory point each
 Each relic carried by your forces at the end of the game and either
 within zone A or having escaped via the table edge..... 2 victory points each

Pair C

Each of your units leaving the table edge by the end of the game..... 2 victory points each
 Each of your units in zone A at the end of the game..... 1 victory point for each
 Each relic carried by your forces at the end of the game and either
 within zone A or having left via the table edge..... 2 victory points each



The dimensional rift progresses along the table from turn to turn – consuming the tabletop and everything on it as it goes!

When an Order dice is drawn it can only be used to activate a unit in the corresponding table zone. So, if one Concord unit has moved into zone B, then when the Concord dice is drawn for zone B it can only be used for that unit and not for other Concord units in other table zones.

A unit moves from one table zone to another once half or more of its models have crossed the divide between them (use the centre of the model's base as the parameter rather than the whole model). So, if a unit starts the game in zone C and moves into zone B during its turn, in the next zone B Turn End phase the unit's Order dice is gathered into the zone B dice bag. Obviously, units can retain orders in the usual way, and down orders must still be recovered, but the Order dice is returned to the dice bag for zone B rather than C. And so on.

When units are given an Order and make a corresponding action they can move into adjoining table zones, shoot at targets in other zones, and in all respects they treat the entire battlefield as a single area. The division into three zones only affects the distribution of Order dice into different dice bags and sets the starting points for the respective forces.

Distort Dice. Although we have two Ghar forces in this scenario we have found it best to include only one Distort Dice in the dice bag. This dice goes into the dice bag for table zone A and therefore will only affect Order dice drawn from that bag and units on that table. However, it is possible Ghar units might move into zone B. If this happens and there is one or more Ghar units in zone B during the Turn End phase, take an extra distort dice and place it in the zone B dice bag. The same would apply in theory to zone C if Ghar were able to reach it!

Dimensional Rift. The leading edge of the vortex forms a dimensional rift which is represented by a suitable marker to indicate its progress from turn to turn. The rift starts at the far edge of table zone C and progresses along the table during the End Phase of each turn. The edge of the rift is a straight line from one side of the table to the other, something like as shown on the map above. A marker placed in the centre of the table will serve to mark the progress of the rift during the game.

During the Turn End phase for the table zone that includes the marker, move the marker forward by the distance indicated. This distance is generated by rolling a number of ordinary dice and adding 1 to the total. The number of dice rolled varies

depending on the table zone the marker is in, and increases as the dimensional rift moves from zone C to zone B as follows.

Table Zone C 2D6+1" (3-13" averaging 8")

Table Zone B 3D6+1" (4-19" averaging 11.5")

Move the marker to indicate the advancing rift. The entire table behind the rift is destroyed including any models caught within it. If units are divided by the rift any models caught by it are destroyed and models not yet caught are unaffected. In most cases use the centre of the model's base as the parameter, but in the case of large models they are caught if any part of their base or body is covered by the rift.

Once the tunnels represented by the starting positions on each table zone are consumed by the dimensional rift no further units can enter the table and any units yet to do so are destroyed. Once the entirety of a table zone has been destroyed that zone drops out of the game.

Once the dimensional rift has moved into zone A the game is over. Any units in Zone A that have not been overtaken by the advancing rift have escaped successfully. In addition, any units overtaken by the rift during its final move can try to 'run for it' as explained below. Units that escape, including those that successfully ran for it, will score victory points at the end of the game as shown on the victory points table.

Run for it! Any units overtaken by the dimensional rift in its final advance onto table zone A can try to 'run for it' in the fine cinematic tradition of outpacing such things as explosions, plunging aircraft and meteor strikes. First, the unit must make a **reaction** test. If this fails then tough luck, models caught by the advancing rift have been drawn into the relentless spatial anomaly and consumed. If the test is successful the unit can immediately make a 2M Run move where otherwise permitted to do so, or a 3M Sprint if it is a type allowed to sprint. Units that get the fast Sprint rule can use it to their advantage here by making a 4M sprint! If a sprinting unit only just fails to escape remember it is worth rolling the standard Ag test for sprints as scores of 1 will get you extra inches equal to the unit's Ag value (Hey, it's worth a try!).

Once every unit that can try to run for it has done so the game is well and truly over and victory points can be worked out for each side.

Leaving the Table. In this game units can only leave the table via the extreme edge on table A – the 'escape edge'. Some of the players earn extra victory points by getting units off this edge. As is the usual rule a unit is judged to have left the table as soon as any portion of a model crosses the edge, and the entire unit is then removed.

Relics. Each side in table zone C has two Builder relics carried by infantry units or equivalent command. These can be allotted to any appropriate units by the player, and are represented by a suitable marker. The rules for moving with relics and capturing them are the same as already described for the Scenario 3: Exploration, so rather than repeat them players are referred to page 29.

Relics score points if players manage to escape with them, but this is by no means easy as units carrying relics are unable to sprint. Also, the players in table zone B score extra points if they can capture relics, so don't think they are going to stand idly by while relics are carried to safety.

At the end of this scenario relics held by units are used to generate a random Builder relic for that player. Although there are no further games in the campaign in which relics can be used, such relics are still an important indicator of overall success for the players. So, it's still worth rolling on the results table to see what you have recovered.

DESIGNER'S NOTES

This is a rather involved game, what with six players, a large table, Order dice that jump from one dice bag to another, and the impending peril of a dimensional rift ready to consume everyone in its maw. It is not a game that can be played quickly and it is not a game for inexperienced participants. Which is why it's here at the end of our adventure at which point we might reasonably expect players to have a pretty good grip on things. Although the scenario could be played without the assistance of an umpire at a push, this would call for a great deal of effort and massive dollops of good-will on

all sides. It is far better to have at least one umpire to run this game successfully and preferably a cadre of umpires and assistants as well.

The Concord and Algoryn forces have been merged into a single combined force that fights on table zone C as an opposing pair to the Isorians. This is done to give us three opposed pairs, but it also fits the back-story's theme of continuing cooperation between the Concord and Algoryn commanders. In practice most players have one army or the other, and this combined force could be played by two players taking part as a single 'side'. There are alternatives for those who prefer. The easiest of these is to drop one of the armies from the game altogether, so the side becomes either Concord or Algoryn. The other, more complex, alternative is for the Concord and Algoryn players to play as Friends and Foes both deploying from the same tunnel and each carrying one relic. This does assume an initial degree of cooperation though, and is only going to work if the players make a mutual pact to remain 'friends' at least during the early stages of the game.

A suggestion is to deploy the Algoryn and Concord as separate forces deploying from the opposing starting points on table zone C, and for the Isorians to deploy on the rift table edge up to 10" onto the table but not within 10" of either adjacent edge. This imagines the Isorians are running ahead of the rift having planted their dimensional stabilisers. This is likely to become a bit of a log-jam for three forces on one table, and if you fancy a go we'd suggest reducing the size of the table zone C forces to something like two thirds of the value of the others.

The terrain is a very important part of this game as the margin for movement is very tight and any unit that slows down or stops is at potential risk of being consumed by the dimensional rift. For this reason umpires should try to ensure the table set-up isn't going to impede movement too much, while at the same time encouraging units towards the same 'safe' corridors to introduce potential conflict.

The rift itself moves randomly. Over the course of the game this will average out, but its movement during the first one or two turns is critical to the tactical options and ultimate success of the forces on table C. The C pair have the toughest job, and the B pair can make that job even tougher if they fancy having a go at capturing relics. The C pairs' objectives don't demand that they fight at all, and they will have little time to do so if the rift advances quickly. However, any advantage gained early on will set one up for a victory over the other. The B pair score points for destroying opposing units, but the chance to take a relic as it passes though may prove too much to resist. The A pair have the easiest job in a way – all they have to do is destroy units belong to any other players! The B pair might consider it worth waiting for the A rivals to batter each other before venturing towards table zone A. They can leave this quite late in the day so long as units remain fairly close to safety. The A pair will, of course, score more points if they pick off as many B and C units as possible, rather than just attacking each other, but whether they have the patience for that is another thing! There is nothing to stop the A pair moving and attacking onto table zone B while the rift remains a distant threat, although once it reaches table zone B it will start to advance alarmingly quickly!



Combined Arms! Allied Freeborn, Algoryn and Boromites head to the frontlines.

A COLD COMMAND

'The distort levels are off the scale, commander... it's impossible to calculate a vector setting for the charges!'

Commander Xan Tu contemplated the information with complete calm. It was just one of the many advantages he had enjoyed since his transition from flesh to machine. Although perhaps enjoyed was too strong a word for it.

'Deploy the nano-probe net, phase leader.' Xan Tu gave the order in the same tone with which he would once have requested a bowl of Lim tea, while all around the roar of the raging vortex threatened to tear the universe apart.

Xan Tu could not deny that he was the logical choice to command the mission. It was impossible to know what effect the chronophasic transport would have on the human body. That was another reason why the trans-dimensional task force had included both human and alien Tsan-Ra troops, as well as a great many drones of course.

'Nano-probe net deployed, commander. Seven yan spread. It's as much as we could manage with the distortion.' The phase leader was struggling to keep his feet amidst the swirling energy waves that surged from the pulsing vortex.

Xan Tu already knew the probes had reached the necessary position. He felt the expanding power as his consciousness encompassed the tiny machines. He sensed the almost overwhelming energies raging out of control. No. He could not stop the vortex, that much was obvious.

But it might be possible to contain its spread. To slow it down. Perhaps that would be enough to stop it from tearing into the heart of the Antarean nexus. Perhaps.

'Set the dimension charges to vector sixty-five with a sequential harmonic delay of zero seven,' he announced as matter-of-factly as ever. The phase squad's battle shard carried his words soundlessly into the minds of the troopers.

'Vector set!' announced the phase leader. His combat array flashed and crackled. The whole shard was unstable. It would likely collapse any second.

'Confirmed,' agreed Xan Tu. He felt his mind contract back into its machine body as the remote sensors were engulfed by the approaching maelstrom.

'Execute global withdrawal order three,' he broadcast the command to the entire task force. In a moment the troops began to run, knowing their lives depended upon it. Tsan Ra troopers skipped nimbly over the disintegrating rocks. Isorian phase troopers scrambled after them followed by sedate drones, suspensors pulling them jerkily over the rubble.

Behind them all Xan Tu glided along seemingly unhurried. Since his transition from man to machine he had come to realise that the rage and turmoil of flesh had been nothing but a burden to him. Neither life nor death held any terror now. Back on Isor his mind-duplicate lay in storage and would be activated in due course should it prove necessary. It was a cold and mechanical immortality of course, and he understood that; he had known it when he chose to make the transition. But perhaps for the first time in his existence he was content.

It would be an overstatement to say that this scenario has been exhaustively play-tested and balanced, because it's obviously not practical to assemble so many players and such a large table on a regular basis. There are bound to be situations where the Order dice mechanic throws up questions, especially where other rules affect the distribution of Order dice in some way. However, the logic of the dice following the unit suggests how to deal with these situations, and umpires should feel sanguine about making a ruling where required. Here's a few instances and our interpretations.

Follow orders can potentially affect units on two different table zones, so how is this resolved? No problem, just take the Order dice from the appropriate bag, and wait until the current action (or sequence of actions) has been resolved on the other table before moving those units. You can sometimes get away with moving units while other players are in the middle of an action so long as the two things don't impinge upon each other.

Subverter matrix equipped drones target units on all the tables within range and can therefore result in contested dice on more than one table. How is this resolved if players are in the middle of resolving an action on the adjoining table? If the matrix affects a unit that is in the middle of taking an action on another table, then the logical approach is to wait until that action (or sequence of actions) is complete before applying the matrix rule. If this would involve an inconvenient wait we'd suggest making the tests immediately regardless of what else is

going on. Any passed tests don't make any difference anyway, and failed tests create a contested Order dice and won't usually affect the targeted unit directly. Our players resolved to avoid any attendant complexities by not including subverters... and who can blame them?

A shot from one table can affect a unit on another table that is currently in the middle of resolving an action (or sequence of actions), what do we do? Again, the logical approach is simply to wait for the affected unit/s to resolve their action before proceeding. This will slow things down a little while both tables fall into sync, but in most cases a target won't be engaged in a current action and the shot can be resolved straightaway. By the way, this is why it's a good idea to have a few extra helpers on hand, as it allows players to delegate control of units involved in simultaneous actions on different tables.

If players want to try out the basic idea of multiple table zones without playing such an ambitious multi-sided battle, then the same rules can be applied to a pair of tables placed side-by-side. Such a game could feature two opposing pairs of players fighting on the same side, i.e. one side simply divided over two table zones. In such a case player A could simply control all the units that are on that side of the table while his co-player B controls those of his half, and units moving from table to table just transfer to the co-player's control. This would make an interesting way of playing a bigger game over a larger than average table, while keeping things moving and all players involved.

Campaign Bonuses

The Battle for Xilos has been designed as a six part campaign for seven different forces. In its full form with all the battles and armies it would make an ambitious club project that would take several sessions to resolve to a conclusion. However, it is possible to play with fewer forces and players, or to cut down the number of battles to whatever happens to suit the players. Come to think of it, there's also nothing stopping players adding in extra battles if they want!

The rules in this section describe how to run the six games as a campaign. They will prove useful regardless of whether you want to stick to the 'script' or adapt things for yourself. Indeed, the rules and charts that follow can easily be adapted or expanded to link any Antares games into a campaign series should players wish to do so.

VICTORY POINTS AND CAPTURED RELICS

At the end of every game each participating force works out its total of victory points (VPs). In games where there is the possibility of capturing Builder relics, any relics held by a force at the end of the game will usually earn VPs. Relics are also taken into account separately as noted below.

Keep a running score of the grand total of VPs earned by each force during the campaign. Keep a record of all the relics held by each force as well. Once the campaign comes to an end the total of VPs earned and the number of relics captured/held will go a long way to determining the outcome. See Xilos – The Conclusion on page 59.

Victory points earned by each force at the end of the game are compared, and points earned by the high scorers in excess of those earned by low scorers are converted into **bonus points**. Bonus points can be used to buy **force bonuses** and/or **character bonuses** for that force. This is explained below. Any force or character bonuses purchased in this way apply for all further games played by that force or featuring those commanders, see Force Bonuses and Character Bonuses below.

Relics come in a number of shapes and sizes including gigantic and unfathomable *objets d'art*, unidentifiable fossilised remnants that may one day reveal their hidden secrets, and even functional technical devices that will prove extremely useful when it comes to exploring and fighting over the Builder ruins. We are really only interested in the last of these for purposes of our games. See Builder Relics on page 54.

CALCULATING BONUS POINTS

Any bonus points accumulated by a force can be used to buy force bonuses and/or character bonuses once each game is over. Any bonus points not spent after a game can be carried forward and added to any further bonus points earned next time and spent at some future opportunity.

At the end of each game every force calculates its VP score from the victory point schedule for that scenario. The force that scores the lowest VP sets the benchmark for all the other forces. Each of the other forces earns **5 bonus points** for every VP it has scored in excess of the benchmark figure.

For example, in a two sided game side A scores 3VP and side B scores 5VP – side B scores 2 more than the benchmark and therefore earns 10 bonus points while A earns nothing. Note that it is possible for all sides involved to score the same, in which case no bonus points are earned by any of them!

FORCE BONUSES

Force bonuses are standard **army options** given for free. Any force can include up to 10% of its value as army options as described in the Beyond the Gates of Antares rulebook on page 159. These normally have to be paid for out of the army's total points value, but when awarded as a force bonus the same options are free. A force can include a mix of army options that have been paid for as well as free options, or just one or the other, it doesn't matter. However, even where they are free, the total points value of all options cannot exceed 10% of the army's nominal points cost. For example, if the force is chosen

“What secrets does Xilos hold? None can know for sure – but it is more than likely this planet holds not just the key to the mastery of the Nexus, but the key to the future of all Antarean space.”

to 750 points it could include an additional 75pts worth of free options earned as force bonuses. This effectively means that successful forces can earn a potential 'value' bonus of up to 10% of their points cost in the form of army options.

SPENDING BONUS POINTS ON ARMY OPTIONS

Bonus points can be used to buy any of the standard army options (page 159 of the rulebook) as free force bonuses. You can split the points up and buy multiple cheap options or spend them all on just one more expensive option, it's entirely up to you. Remember that some army options are limited to just one or by the force's auxiliary allowance, while in other cases you can have as many as you can fit in.

Select your army option/s and make a note of them together with their nominal value. Your force can include any of these free bonuses in subsequent battles in the campaign. Remember, you can include a maximum of 10% of the force's points value as army bonuses whether these are paid for or free. As different scenarios have differing sizes of army this might mean you accumulate more free force bonuses than you can make use of in every game. This isn't necessarily a bad thing; at least you will have a choice.

CHARACTER BONUSES

Character bonuses can be given to commander models, but not to any of the unique Antarean characters that already have their own enhanced stat line and/or personalised special rules. For example, Hansa Nairobi and Kamrana Josen already have boosted stats and various abilities, and it would be inappropriate to give them even more bonuses in addition.

A commander is any model that has the associated command rule as a special rule on its stat line. For example, a Strike

Commander in a C3 Strike Command Squad. Most commanders are infantry command units or mounted command units, but can be vehicles such as Ghar Command Crawlers, or even Drone command units as in the case of the Isorian Drone Commander Xan Tu (see page 116). Some bonuses can only be applied to infantry or mounted units and not to vehicle or other units, as explained in the text.

SPENDING BONUS POINTS ON CHARACTERS

Any bonus points accumulated can be used to buy character bonuses for any commander or commanders that survive a game. If a commander falls casualty during a game then he can't be given a character bonus on that occasion. No commander can be given more than one character bonus after any game. No commander can be given the same character bonus more than once except where specifically noted (e.g. Leader 2 and 3 are sequential upgrades to the Leader bonus).

Bonuses must be allocated to an individual commander, and we strongly encourage players to give the favoured commander a name to turn him into a 'character'. Once a commander has been given a bonus we shall allow the force to include that individual in all subsequent games in the campaign, even if he falls casualty during a battle. As with Antarean characters like Hansa Nairobi, we allow for our heroes to survive come what may, although players are welcome to adopt any of the alternative methods discussed in the Xilos Characters section if they wish. See page 102.

Note that there is no limit on the value of character bonuses that can be accumulated by a force. Although we allocate points values for purposes of choosing individual abilities as shown below, these bonuses are effectively free and don't add to the value of the force during the campaign.



Algoryn and Freeborn ambush an unsuspecting Ghar column.

CHARACTER BONUSES

Select the bonus for your commander from this list. The cost in bonus points is deducted from your total. You cannot select the same bonus more than once except where specifically allowed – for example the Leader bonus.

- **Agility – 5pts**

The commander adds +1 to his Agility stat. This bonus can only be added once and costs 5 bonus points.

- **Accuracy – 10pts**

The commander adds +1 to his Accuracy stat. This bonus can only be added once and costs 10 bonus points.

- **Strength – 5pts**

The commander adds +1 to his Strength stat. This bonus can only be added once and costs 5 bonus points.

- **Resist – 10pts**

The commander adds +1 to his Resist stat. This bonus can only be added once and costs 10 bonus points.

- **Initiative – 5pts**

The commander adds +1 to his Initiative stat. This bonus can only be added once and costs 5 bonus points.

- **Command – 10pts**

The commander adds +1 to his Command stat. This bonus can only be added once and costs 10 bonus points.

- **Leader – 5pts/10pts**

All commanders are likely to have the standard leader Res reroll ability as described on page 135 of the Antares rulebook. This basic rule can be upgraded to give rerolls against multiple Res fails if required, Leader 2 and Leader 3. The first bonus to Leader 2 costs 5pts and the further bonus to Leader 3 costs 10pts.

In the unlikely event that a Commander lacks the Leader Res reroll this also costs 5pts as a bonus.

- **Follow – 5pts**

Practically all Commanders already have the standard follow rule as described on page 133 of the Antares rulebook. Those that do not can add it as a bonus for 5pts.

- **Hero – 5pts**

A Commander who does not already have the standard Hero rule as described on page 134 of the Antares rulebook can add it for 5pts.

- **Attack/s – 5pts/10pts**

Most Commanders will have the standard 1 Attack in Hand-to-Hand fighting unless they are armed with weapons that confer additional bonuses. Up to 2

further Attacks can be added to a Commander who would otherwise make only 1 Attack (i.e. not on top of a weapon that already confers extra Attacks – just use whichever value is greatest). The first Attack bonus costs 5pts (2 Attacks) and if a second bonus is added this cost 10pts (3 Attacks).

- **Wound – 10pts/25pts/50pts**

Wounds are expensive bonuses and it is rare for commanders to have more than one. Wounds can only be given to infantry and/or mounted commanders and not to other commanders such as vehicles – for example a Ghar Command Crawler.

The maximum a human model can have is 3. The first Wound costs 10pts and the following rules apply.

If the commander fails a Resist test, having taken any rerolls he is entitled to, instead of falling casualty he is wounded. If the commander falls casualty a second time the model is removed the same way as anyone else. Once the model is wounded the unit cannot lose its last pin. It can lose other pins as normal, but it is stuck with a permanent pin to represent the wounded commander.

If a commander is given a second or third wound this works the same way as described above, except now the model is not removed when it fails a further Resist test. Instead it acquires an additional wound, up to a total equal to the number the model is allowed. However, the permanent pin penalty is increased to equal the number of wounds suffered by the wounded commander, e.g. if a commander has suffered three wounds the unit won't be able to lose its last three pins.

- **Fast Shot – 10pts**

With any hand or standard weapon the commander shoots twice instead of once using the same weapon at the same target. If using a rapid firing weapon just work out the shots as if he were shooting the weapon twice, adding up the total number of shots as appropriate. This costs 10 bonus pts.

- **Dead Eye – 10pts**

When shooting Aimed Fire (i.e. using an appropriate weapon and shooting with a fire order) the commander adds +2 to his Acc value rather than the standard +1. This costs 10 bonus pts. Note that is expensive compared to a stat bonus added to Acc because it can be used to boost a model's Acc beyond the usual human limits.



Vardanari lead a Freeborn patrol.

• You Can't Keep Me Down – 10pts

This is a variant of the 'Get up!' army option that allows the commander to automatically pass a recovery test to get a Down order back into the dice bag in most situations. Hansa Nairobi has this ability as described on page 237 of the Antares rulebook.

If the commander's unit fails its recovery test on any roll other than a 10 the player can choose to automatically recover the order dice **without** removing a pin from the unit. A fail on a 10 is a fail and can't be recovered in this way. This costs 10 bonus points.

• Strategic Genius – 10pts

This bonus is useful in games where your own troops must test their Command to deploy or move onto the table. In such games, all units can make the test using the commander's Command stat rather than their own. Remember, any 10s rolled will fail regardless of the value tested against, so even the strategic genius is not infallible! This bonus costs 10 bonus points.

• Unstoppable – 10pts

This bonus is given to the youthful Kamrana Josen in the Antares rulebook to represent his exploits against the Vorl during the Seventh Segment war. Only an infantry or mounted command unit can have this ability. If the command unit fails a break test and would otherwise be removed as a result, the rest of the unit is removed and the commander fights on alone.

However, this ability cannot be used if the test is failed on a 10, or if the unit auto-breaks without making a test – for example if it accumulates pins equal to its command stat. This bonus costs 10 bonus points.

• Man of Destiny! – 15pts/30pts/60pts

This option is included more to illustrate the kind of thing that can turn ordinary commanders into heroic and powerful characters. The Man of Destiny bonuses are expensive and therefore rare, with the more expensive upgrades included more to demonstrate the idea than anything else. Only an infantry or mounted command unit can have this ability. The maximum a human model can have is 2. The first bonus costs 15pts, the second 30pts and the third 60pts and following rules apply.

At the End Phase of any turn the player can declare the unit is going to use **one** extra Order dice, turning it into a Multiple Order Dice unit (MOD) 2 for the following turn, and placing an extra Order dice into the dice bag. If the unit is already a MOD2 this allows it to step up to MOD3 and so on. This only affects that turn, and instead of being returned to the dice bag the additional Order dice is discarded.

Each Man of Action ability can only be used once in a game, so even a commander with the full three Man of Destiny bonuses can only use the ability three times. Note that no matter how many Man of Destiny bonuses a commander has one only can be used in any turn, you can't use the whole lot at once! He may be a man of destiny, but he is not superhuman!

BUILDER RELICS

Builder relics can be found and captured by forces taking part in the Exploration scenario. Relics can also be recovered in the final battle – A Greater Conflict – but as this is the last game of the campaign any relics recovered won't be of any use in further games. Relics recovered in the last game do go a long way to establishing overall victors though.

Because relics play such an important part in the Xilos story we would suggest that it is worth playing the Exploration scenario more than once if it's not possible to gather all of your players together to play the first time round. Make sure everyone gets at least one go at recovering relics. The scenario has no fixed terrain and can be played with different numbers of players, so it's easy to repeat using a different set-up to represent a different part of Xilos.

The relics described here have been designed to use in this campaign and are meant as a fun, entertaining and interesting addition to a series of games. We leave it to players to decide for themselves whether to incorporate such wild and potentially disruptive things into other Antares games – but feel obliged to point out that some relics may not suit some scenarios. The Invisibility Cloak, for example, allows a unit to get to almost any point on a tabletop unchallenged, which might be a problem in some narrative scenarios. We find these things work best where an umpire incorporates them into a game scenario he has devised.

CAPTURING RELICS

Relics can be captured in two ways as follows.

In the Exploration scenario a relic is captured if it is successfully carried over the player's table edge during the course of the game. In addition, the side that scored the

highest VP during the game also captures any relics that it was carrying at the end of the game but which it failed to carry over the player's table edge, i.e. if you win the scenario then you get to capture relics you hold at the game's conclusion. Any other relics either on the tabletop or carried by units are not captured. When a relic is captured in this way roll on the chart given below to determine what it is.

A relic can also be captured if a player includes it in his force, and the model carrying it falls casualty during the game. When this happens the relic is automatically captured by whichever side wins the game. In the event of a draw the player whose relic it is recaptures it automatically, i.e. the relic only changes hands where the model carrying it falls casualty and another side wins the game.

USING RELICS

Not all the relics recovered on Xilos will be useful to our explorers, but for the sake of our game we shall imagine that all relics recovered during play prove to be useful in some capacity. Some relics, such as the Dupe-licator, are retained on behalf of the force and are not carried onto the battlefield as such. However, most relics are devices that can be given to any individual commander or leader model. The relic becomes an item of equipment carried by that individual. There is no obligation for the same commander or leader to carry the same relic in all subsequent games. Just allocate any relics you think will be useful as you like before each game. You can give any individual any number of relics. Relics have no associated points value.

Ghar can make no use of relics. Any relics that inadvertently fall into the hands of the Ghar because the opposing models carrying them fall casualty are considered to be destroyed.



A Concord patrol pushes deeper into the Xilos undergrowth.

RELIC CHART

Roll a D100 (two D10s, one counting as tens and one as units, e.g a roll of 5 and 7 = 57). Consult the table to determine what relic you have recovered. Apart from Builder Gems the same relic cannot be recovered twice. If you roll a result that has already been taken the result is a Builder Gem instead.

D100	Result
01-20	Builder Gem
21-29	Crystal Lattice
30-38	Dupe-licator
39-47	Invisibility Cloak
48-56	Pacifier Pendant
57-65	Rewinder Crystal
66-74	Stabliser Orb
75-83	Stasis Key – aka The Time Twister
84-92	Stopping Stone
93-100	Time Barrier

BUILDER GEM

Builder gems are small pebble-like machines that are surrounded with weaving coloured lights when active. They form a mental bond with whoever carries them and have the effect of enhancing cognitive abilities in ways that are not entirely predictable. Unlike other Builder artefacts, Builder Gems are fairly common, and therefore we allow a force to acquire any number of Builder Gems.

Special Rule

A Builder Gem can be carried by any commander or leader model. Each model can only carry one Builder Gem even if the force has more available. If the unit that includes the model carrying the Builder Gem is making a Command or Initiative test based on the commander/leader's own stat value, then add +1 to the value. So, if a commander's Command stat is 8 add +1 to make 9, for example.

Regardless of any bonus to values, remember a roll of 10 always fails, but even so it may be worth giving the Builder Gem to a commander with a command stat of 9 or 10 in order to offset any penalty imposed by pins. Bear in mind that the bonus only applies when the commander/leader is using his own stat on behalf of his own unit, and not if using the superior stat of another commander, or if a commander is lending his stat to another unit nearby.

CRYSTAL LATTICE

The Crystal Lattice describes the crystalline energy shell forming a protective bubble over the wearer of this glassy black amulet. The Lattice is activated when the wearer is endangered, surrounding both wearer and those nearby with a glittering geodesic dome of pure energy, reflecting away whatever forces threaten the amulet's wearer.

Special Rules

The device can be carried by any commander or leader model and automatically affects the entire unit. The Lattice affects any shooting against the target, including any point-blank shooting. Allocate any hits against the target in the normal way. The player whose unit is protected by the Crystal Lattice can then remove 1 hit from each model in the unit. The player can remove any hit he wishes where models have been hit by different weapons. If no models have suffered more than one hit this means all hits are removed. Any hits removed in this way are stopped by the Lattice and are not struck – no account is made of them and if all hits are stopped the unit will suffer no pins as a result.

During an assault the Crystal Lattice has no effect during hand-to-hand fighting, only during the point-blank part of an Assault as already noted.

DUPE-LICATOR

Stolen from a Boromite cache by Amano Harran's Freeborn fighters and dubbed the Dupe-licator, this Builder machine was used by the mercenary leader to create a duplicate of himself that was 'killed' by the Boromite gangmaster Alcazak. It is a fairly large machine of complex, interwoven crystalline structure.

Special Rules

The Dupe-licator is not carried by a unit. Instead, the player can use it prior to the beginning of the game in order to create a copy of any single human or alien model that temporarily replaces the 'real' individual in the army. It cannot be used to create a copy of a machine such as a weapon or drone, but it can be used to make a duplicate of a model including its armour, weapon, mount, and any equipment it carries – even including a Builder device. To represent this the player secretly notes down which model in his army is the duplicate. This duplicate version replaces the 'real' individual until such time as the duplicate is destroyed – as explained below.

The duplicate functions exactly as the original except that it is automatically destroyed if it would otherwise have to take a Res test. The player must reveal the model is a duplicate once it has to take a Res test. Instead of taking the Res test – or tests – the duplicate is instantly destroyed.

Once any further consequences of the current action have been resolved the real individual that has been duplicated replaces the destroyed duplicate. Assuming the unit the duplicate was part of still exists, place the 'real' model back into formation with it. If the unit has been destroyed in its entirety then place the model within 5" of the duplicate's position when destroyed – the model is now the unit, i.e. the unit has been effectively resurrected. Alternatively, if the unit has been destroyed, and if the player prefers, the model can be placed within 5" of the player's table edge in scenarios where a player's edge is specified. Again, the unit is resurrected, but now it is at the table edge.

Note – because the copy and the original are never used at the same time the same model is used for both. The Dupe-licator is most effective when used to get a powerful character into position to use a weapon or device, as the poor dupe isn't likely to survive for very long! At worst it is a way of giving a model an extra 'life', often a useful enough thing in itself.



Amano Harran leads his mercenary company deeper into the Xilos jungle.

INVISIBILITY CLOAK

This is another device recovered by the Freeborn leader Amano Harran and used by him to seize control of the Builders' vortex chamber by emerging from intra-space without being detected. How exactly this glittering crystal functions and what its original purpose might be is a mystery, but the Freeborn leader has made considerable use of it to track his rival's movements through the Builder undercity. It is not a 'cloak' as such but a device. The name by which Amano refers to it is a typically flippant one coined by the insouciant mercenary commander. It's really an intra-spatial shifting machine that uses an advanced form of phase technology of the kind developed in a simple form by the Isorian Senatex.

Special Rules

The device can be carried by any commander or leader model and automatically affects the entire unit. If the device is given to a unit before the game then the unit is not deployed on the table at the start of the game. Instead, it can be deployed on the table when the unit is given an order if the player wishes.

Depending upon the turn, the unit can be deployed as follows. In the first turn the unit can be deployed within 10" of the player's table edge, in the second turn 20", third turn 30" and so on. If troops are only allowed to deploy or enter at specific points on the player's edge at the start of the game, then the unit must be deployed within the permitted distance of one of these points. If there is no player edge and the force is otherwise set up on the table at the start of the game, then measure from the centre of the table; i.e in the first turn deploy within 10" of the centre, in turn two deploy within 20" and so on. If none of these solutions works because of the scenario set up, then the player can measure from any point along any table edge. If an umpire is available he can

nominate or set these conditions if those suggested are not applicable to the scenario.

If the player does not want to reveal his unit in a turn then it is given a nominal Run order but the order dice is placed at the table edge or put aside, and the player announces that he is moving an unseen unit. This means that the enemy will know there is an unseen unit about from the first turn, although he will have little idea where it is of course.

The unit can deploy anywhere the player wants within the specified distance of his entry point. If the player wishes to deploy into contact with an enemy this counts as an assault and a Run order must be given, but the target is not allowed to make a reaction and neither side shoots point-blank. Just go straight into hand-to-hand fighting. In such cases, no enemy units are allowed to make an ambush reaction against the unit because it does not really 'move' into the assault – it just appears right on top of the target!

Otherwise, place the unit within the specified distance of its entry point, and make the action selected on the Order dice. Any of the usual actions are allowed. The unit is not just restricted to Run and Advance orders as are units entering the table in the normal way.

Once the unit is revealed it continues just like any other unit – the Invisibility Cloak has no further effect.

PACIFIER PENDANT

This curious pendant-like device makes an analysis of its target's brain patterns and produces a sonic effect that pacifies savage creatures and wards away attackers. It is most effective when it comes to fending off Xilos creatures without harming them, as it was undoubtedly designed to do. Primitive human

minds seem susceptible to its influence too, however, so other uses can be found for this strange Builder relic.

Special Rules

The device can be carried by any commander or leader model. If the unit is subject to point-blank shooting during an assault, then no hits are allocated to the model carrying the pacifier pendant if they can be allocated to another model instead. Hits are still allocated to the model if there is no alternative. In hand-to-hand fighting, no hits are allocated to the model carrying the pacifier pendant regardless of whether they can be allocated to another model or not. This means that if the model is alone no hand-to-hand attacks can be struck upon it, and in this case no Strength roll is made by the enemy, no blows struck and no special rules that apply on account of fighting hand-to-hand combat apply.

REWINDER CRYSTAL

This device is an octahedral crystal of black glassy material. When released and spun it hangs in the air. Tendrils of time form a web around it as time skips ahead in strange, disconnected jumps. Quite what purpose this machine serves is unclear.

Special Rules

The device can be carried by any commander or leader model. The Rewinder Crystal can be activated if the unit is given a Fire order. The unit cannot otherwise use the Fire order to shoot its weapons if the Rewinder Crystal is activated – so it's either shoot as you normally would with a Fire order or activate the Rewinder Crystal, but not both.

When the Rewinder Crystal is activated the Orders Phase comes to an immediate end and no further Order dice are drawn. Work out the Turn End Phase and proceed to the next turn.

The Rewinder Crystal can be used once in a game.

STABILISER ORB

This perfect black orb serves some function connected with the construction of the vortex, but quite what that might be is a mystery. However, the orb activates in the presence of dimensional and spatial-temporal instability, smoothing out any irregularity in the flow of space time. This makes it very effective as a means of dispelling the effect of Ghar radiant pollution.

Special Rules

The device can be carried by any commander or leader model. The device affects the way the Ghar distort dice are allocated. If the distort dice is drawn and the player chooses to allocate it to the unit carrying the Stabiliser Orb, then the unit goes down in the usual way, but the distort dice is removed from the dice bag for the rest of the game. The Ghar spatial distortion is effectively neutralised by the stabiliser orb. If more than one distort in play then the orb can be used multiple times to neutralise any or all.

The stabiliser orb has an additional ability – though not one that is likely to be useful very often – if the unit carrying it is hit by a vorpal charge then the vorpal charge is immediately destroyed without causing any damage. Not so vorpal now, are we?

STASIS KEY – AKA THE TIME TWISTER

The Stasis Key was the first functional Builder artefact recovery by the Boromite Guildless Arran Gestalin who used it to open the sequence of sealed stasis vaults leading to the Builder undercity. As well as functioning as a key to unlock and activate Builder machinery, it also has the ability to time-freeze selective targets, altering the relative position of an object or objects within the time matrix. The device is somewhat irreverently referred to by Amano Harran as The Time Twister.

Special Rules

The device can be carried by any commander or leader model. The Stasis Key is treated as a standard weapon that can only be used if the unit is given a Fire order and makes a Fire action. The unit cannot otherwise use the Fire action to shoot its other weapons if the Stasis Key is activated – so it's either shoot as you normally would with a Fire order or activate the Stasis Key, but not both.

Choose a target and make an Acc test to score a hit as you normally would when shooting a standard weapon. Because a Fire action is obligatory there will also be the +1 bonus to aimed fire. The Stasis Key has an effective and maximum range of 30. If the target is hit then Stasis Key affects the unit as described below. If the target is missed there is no further effect. Note that because the Stasis Key 'shoots' it is possible for a target to react as it would when shot at with ordinary weapons with a Fire order.

If the target already has an Order dice, turn that Order dice to Down and add a marker to indicate it is in stasis. If the unit is a MOD with 2 or more Order dice turn them all to Down and add a stasis marker.

If the target doesn't already have an Order dice take a dice from the dice bag and give the unit a Down order, and then add a marker to indicate the unit is in stasis.

If a unit is in stasis at the turn end phase then instead of making a recovery test to recover the down order dice, you must make a recovery test to remove the stasis marker. If the marker is recovered, the unit stays down into the following turn and then makes a normal recovery test at the end of that turn. If the marker is not recovered then the unit makes a further test to recover the stasis marker at the end of the following turn, and so on. So long as the unit has its Down order it is treated like any other 'down' unit.

Note – if a rule allows a down unit to recover or otherwise remove a Down order dice from a unit, then this will affect the stasis marker first – removing the stasis marker but leaving the Down order dice in place. In effect, the unit is 'double down' – i.e. it needs to make two recovery tests to get back into the game. In addition, some units have special 'trigger' rules that apply when they go down, but in the case of the stasis key the unit is 'frozen' before such triggers can be activated. For example a Ghar Plasma Dump. See the notes on the Stopping Stone for more about this.

STOPPING STONE

This relic has all the appearance of a simple disc-shaped stone. Like so many Builder devices it appears to be made of black crystal or glassy stone, but when activated it fills with inner lights and weaves a web of luminescence around the

stone and the person holding it. Once active it emits patterns of temporal flux that affect the world about it, freezing time in a selective fashion. Hard to control properly, its full powers perhaps remain to be discovered.

Special Rule

The device can be carried by any commander or leader model. The Stopping Stone can be activated if the unit is given a Fire order and makes a Fire action. The unit cannot otherwise use the Fire action to shoot its weapons if the Stopping Stone is activated – so it's either shoot as you normally would with a Fire order or activate the Stopping Stone, but not both.

When it is activated all other units within 10" of the unit carrying the Stopping Stone and which already have an Order dice, turn that Order dice to Down. If the unit is a MOD with 2 or more Order dice turn them all to Down.

In addition, any or all units within 10" of the unit carrying the Stopping Stone and which don't already have an Order dice, are immediately given a Down order if the player with the Stopping Stone wishes. The player can choose which units are affected. Take a dice from the dice bag for each affected unit and give it a down order. If the unit is a MOD unit with dice remaining then any and/or all remaining dice are affected if the player wishes the unit to be affected.

The Stopping Stone can be used once in a game.

Note that some units might have special rules that are triggered by a unit being given a down order – such as a Ghar plasma dump or a Vorpil Charge. In the case of the Stopping Stone let us make a ruling that where there is any doubt such triggers don't apply – this is because the Stopping Stone just freezes the unit to a stop so there is no time for such triggers to take effect. In game terms, these kinds of triggers usually require an order from the player – whether that's a down order or a down action resulting from another failed order. In any case – these kinds of triggers won't work in response to a Stopping Stone.

TIME BARRIER

The time barrier is projected by a black tubular rod that can be fixed temporally into the ground, and which forms the centre of a protective time bubble, meshing the area around in time-distorted darkness.

Special Rules

The device can be carried by any commander or leader model. To use it the unit must be given a Fire order and make a Fire action. The unit cannot otherwise use the Fire action to shoot its weapons if the Time Barrier is activated – so it's either shoot as you normally would with a Fire order or activate the Time Barrier, but not both.

Once the device is activated it forms a time barrier that

encloses the entire unit. This barrier continues to exist so long as the bearer is alive, and so long as the unit does not move other than for models to turn to face a target (which does not count as movement for game purposes of course). The barrier ceases to exist as soon as the unit moves or if the bearer falls casualty. The barrier also ceases to exist if the unit is engaged in hand-to-hand fighting, but note that it is fully effective during the point-blank shooting part of an assault.

So long as the Time Barrier is active any shots at the protected unit suffer a -2 Accuracy penalty. This is on top of any other penalties that might apply.

So long as the Time Barrier is active when the Order is given, the unit can make the appropriate action twice instead of just once – a 'double' action. So, it can run twice in a row with a Run Order, move and shoot twice with an Advance order, and so on. If the unit moves the barrier itself is dispersed immediately, so the -2 Accuracy penalty to enemy shooting will cease to apply, and once the unit has completed its 'double' action the time barrier's effect will cease to apply entirely. A unit protected by the Time Barrier can Fire or Rally twice and continue to do so as long as the barrier is active, as neither action involves moving. There is no advantage to going down twice or going into ambush twice, although there is nothing to stop the unit doing either of these things, of course.

If the unit makes a reaction then the resultant action is also doubled, and if the reaction results in the unit moving the Time Barrier is deactivated in the same way as if the unit had been given an order to move. In any other situations where the unit moves the Time Barrier is also deactivated.

Note that the double action is not the same as a MOD2 and is rather more limited in the way it works, but it is a useful method of setting a unit up either to move quickly or form a powerful holding force.



Algoryn AI Heavy Support Team prepares to launch Mag Mortar.

Xilos – The Conclusion

We conclude our campaign with the sixth and final game – A Greater Conflict – in which the explorers and Ghar forces are driven from Xilos by the rapidly expanding energy vortex inadvertently let loose upon Antarean space.

As with all wargames campaigns we would like to know which side is the winner as well as how well each of our participants has fared over the course of the campaign. We would also like to learn what will happen to our rival Antarean forces on account of events on Xilos and what effects the Builders' rampaging vortex might have on the Antarean Nexus itself.

THE FATE OF THE VORTEX

Following the events portrayed in the final scenario A Great Conflict, the explorers, Ghar and Isorians leave Xilos behind them and head for the relative safety of open Antarean space. The rapid and unforeseen evacuation leaves the explorers uncertain what has happened. The sudden appearance of the Isorians immediately prior to the appearance of the vortex casts doubts upon its origins. All that is known for certain is that the growing vortex consumes the planet before shrinking upon itself and vanishing. Whether the vortex has been neutralised and rendered harmless, or whether it has fallen into the null-space at the heart of the Antarean nexus, and what damage it might cause if it has, is something that cannot yet be known. The ultimate fate of the vortex and what surprises it might hold for Antarean space is something that only the future will reveal.

WINNERS AND LOSERS

Each force keeps a running total of victory points throughout the campaign. This is necessary because VPs are used to generate bonuses as we have already seen, but it is also a useful way of keeping tally of each force's performance over the whole campaign. As some forces will play more games than others, our overall scores reflect the contribution of each force to the campaign rather than how effectively each has fought. Begin by making a list of the total VP's for each force that has taken part.

THE MILITARY VICTORY

The force that scores the greatest number of VPs overall is the hardest fighting force on Xilos and has proven the superior side in the military conflict. We declare this force the overall winner of the fighting. It might have won by dint of achieving astonishing victories or by sheer persistence over many battles. Either way – we have a military victor regardless of the fate of Xilos itself!

This contest is really between the Ghar Empire and Algoryn or Algoryn/Concord fighting as a combined force, because these are the forces that play the most games. Of course, if players change the forces involved this might not be the

case, but otherwise this is basically a fight between the Ghar occupying Xilos and the invaders in the form of the Algoryn-Concord alliance.

THE RACE FOR TECHNOLOGY

One of the reasons why the explorers came to Xilos was to search for Builder technology. When the various factions set about searching the ruins no one could know that the world would soon be gone forever. The competition to explore and make new discoveries was a keen one none the less. The force that holds the most relics at the end of the game, including any won during the final battle, has won the race for technology. Given the fate of the planet they might justifiably claim to be the true victors.

This contest is between all of the explorers and none has a particular advantage. The Isorians arrive too late to participate fully, while neither Ghar force can hold relics, so the winners are likely to be the Algoryn, Concord, Freeborn or Boromites. The opportunities to gather or capture relics are relatively few and a draw is fairly likely.

Hansa Nairobi watched the holograph construct of the planet's last moments, its death throes projected from every angle as the roiling vortex consumed the world that had given it birth.

'How many times you watch, Hansa?' He felt the hulking hand of Bovan Tuk upon his shoulder. A crystine beaker had appeared upon the table. The dark coloured liquid had the appearance of the Mhagrid chieftain's favourite and most subtly poisonous distillation.

'Dozens... a hundred... I don't know, Bo!' he answered as he raised the beaker and swallowed half of its contents.

'You have to accept they gone, my friend.' The huge warrior refilled both their beakers from a pitcher that looked ridiculously tiny in his grasp.

'Maybe not!' Hansa gestured toward the static projection of the crumbling world. 'Any of these ships could easily have picked up survivors. Look how many of the Prosperate troops ended up on our ships and how many of us were picked up aboard Algoryn vessels.'

Bo said nothing but his eyes suggested that it was hopeless. Surely they would know by now. It was not as if a NuHu ambassador of the PanHuman Concord was difficult to spot.

'Sure, Hansa,' he says, 'who knows what happens. It is a big universe, my friend.'

OVERALL SUCCESS

Each force rates how successful it has been against its potential VP score. This gives us three possible outcomes for every force: best outcome, mixed outcome and worst outcome. Overall success is determined by the force's victory points score, but can also be boosted by relics held, as shown on the accompanying chart. If the force achieves its relic target then shift its outcome result to the next best result, although note that 'best' is the best you can get! The score for relics is set assuming the force participates in a single Explorers game (scenario 3), add +1 to the target number of relics for each additional game played should you wish to play the scenario multiple times.

Note that the Concord success values assume they fight as an independent force in only one scenario – Exploration. If you wish to fight them as independent Friends and Foes in the final scenario use the second line instead.

OUTCOMES

The following tables give the best/mixed/worst outcome result in narrative terms for the leaders of the individual forces.

Force	Worst outcome	Mixed outcome	Best outcome	Relic Target
Algoryn or Algoryn-Concord Combined	Less than 10 VPs	10+ VPs	20+ VPs	2
Concord (one scenario)	Less than 2 VPs	2+ VPs	4+ VPs	1
Concord (two scenarios)	Less than 4 VPs	4+ VPs	8+ VPs	2
Freeborn	Less than 4 VPs	4+ VPs	8+ VPs	2
Isorians	Less than 2 VPs	2+ VPs	4+ VPs	1
Boromites	Less than 8 VPs	8+ VPs	16+ VPs	2
Ghar Empire	Less than 11 VPs	11+ VPs	22+ VPs	N/A
Ghar Rebels	Less than 3 VPs	3+ VPs	7+ VPs	N/A

CONCORD – KAMRANA JOSEN

WORST OUTCOME

Kamrana Josen owes the lives of his surviving explorers to the courage and honour of a commander of the Algoryn Prosperate – Tar Es Janar. Many perish during the hurried evacuation from Xilos. Most of the artefacts and a great deal of the accumulated data is lost as the world collapses. The remnants of the fleet limps home via the gate. It is fortunate the battling Ghar fleets have raced ahead, otherwise who knows what further losses would be suffered. His greatest fear is for the future of the people he has come to admire as comrades – honourable, proud and unfathomable – the warrior race of Algoryn. What would be the response of the Mandarins of the Concord when they learn of the role played upon Xilos by Tar Es Janar? He knew already how the Algoryn would respond to any IMTel infiltration of their strange, barbaric worlds. It would mean war.

MIXED OUTCOME

Kamrana Josen has reasons to be grateful to the Algoryn Prosperate. The intervention of Tar Es Janar saves the expedition from destruction, and his efforts during the collapse of Xilos ensure the explorers are evacuated to safety. Only detailed analysis of the data will reveal what caused the fatal collapse. He has no doubt the Isorians destroyed Xilos rather than allow humanity to learn its secrets. Josen reflects with satisfaction that the enemy's plan has been thwarted at least in part; a great deal of data and numerous artefacts are recovered even as the world tumbled to ruin. Yes – the Mandarins of the Concord have a great deal to contemplate: it will be necessary to learn more about the warlike Ghar, the mystery of the Senatex presence will be investigated thoroughly, and the treasures of Xilos will surely yield their secrets. The IMTel will prioritise these things – Josen is sure – and anything that distracts the IMTel from Prosperate space will suit both him and Tar Es Janar.

BEST OUTCOME

Kamrana Josen's decisive command during the collapse of Xilos saves not only the Concord expedition but many Algoryn trapped upon the planet's surface. Bringing the fleet into the atmosphere, Josen's ships are able to effect a rapid transmat transfer. Tar Es Janar himself is among those saved – a debt repaid – at least that score is settled! The two comrades part for one last time each having come to respect the other despite the very different societies from which they come. The artefacts and data gathered from Xilos are secure. The xenobiologists even retrieve their bio-samples, so the flora and fauna of the world can continue to be studied. The Mandarins of the Concord will have much to investigate, vast accumulations of data to sift, and conjecture to analyse for a long time to come. Then there is the question of the Ghar, a savage race posing an obvious danger to the region. And what of the Isorians? At least the IMTel will be busy with these things – and not too inquisitive about the role played by Tar Es Janar and the Algoryn.

C3 Drop Squad



Algoryn AI Intruder Skimmer Squad



WORST OUTCOME

Tar Es Janar orders what remains of task force Rising Star to head for the gateway and the refuge of open space. The Algoryn General reflects upon events. He takes comfort in the fact that a Ghar base upon the borders of the Prosperate is now irretrievably destroyed. Perhaps that will be enough to save him when he faces the Algoryn Council upon a charge of treason. He knows as he always knew that waging war of his own volition beyond the borders of his command is to openly defy the Prosperate. Some among the Council will be pleased to see him humiliated and exiled. He is certain that some will accuse him of collaboration, of making common cause against the Prosperate itself. If only it had been possible to rescue more of the Builder technology, or at least retrieve some of the data gathered from the surface. The evacuation had been all too desperate. So much had been abandoned. So many troops lost in the final cataclysm. Now he faces trial, disgrace and exile. Yet he knows he has behaved with honour. He has no regrets.

MIXED OUTCOME

Tar Es Janar counts himself fortunate that the withdrawal from Xilos is successful and the greater part of the task force survives. At least some of the artefacts recovered from the ruins are saved from the destruction of the planet. He is confident the contents of his ships' holds will astonish the Serviles and keep the Algoryn technical divisions busy for years to come. Of course, some among the Council will accuse him of disobeying his orders, of taking his army beyond the borders of his command, of endangering the Prosperate itself. He will face his accusers with confidence. He will show that the Ghar base is no longer a threat and the Ghar are scattered in defeat. The wonders of Xilos are treasures that will make the Prosperate more powerful than ever. Yes, there would be those who would complain, accuse him of collaboration and worse. But he would hold his head up high and defy them all.

BEST OUTCOME

Tar Es Janar defeats the Ghar in battle and task force Rising Star survives the catastrophic collapse of Xilos. The Ghar menace has been scattered and the Algoryn prove themselves superior even to the overwhelming dominion of the Panhuman Concord. It is doubtful if the forces of the Concord will dare intrude upon Prosperate space after witnessing Algoryn strength first hand. Tar Es Janar will return to Algor in triumph with an army at his back and the technological riches of Xilos in the holds of his victorious ships. The Council will have little choice but proclaim him a hero of Algor. Some of the Council will whine and intrigue behind closed doors, and some might even voice their disapproval of his unwarranted abuse of authority. None will dare criticise the Prosperate's champion. Tar Es Janar will have to watch out for jealous rivals. Not everyone will be pleased by his success.



**WORST
OUTCOME**

Amano Harran's plans to capture the secrets of Xilos have come to nothing – though the Lord of the Oszoni is not beaten yet! Scooped from the surface of Xilos by the *Nebula's* powerful transmats, Amano and what remains of his mercenary warband escape the vortex even as the planet collapses into nothingness. Hurling past the embattled Ghar fleets the *Nebula* discharges target drones in its wake before plunging through the gate and into the depths of Antarean space. Amano's ambitions have been frustrated this time, but it has not been an entirely fruitless journey by any means. If nothing else, he has made himself a lifelong enemy in the Guildless Arran Gestalin. Amano cherishes his enemies. He finds them far more entertaining than his friends. And more trustworthy.

**MIXED
OUTCOME**

Amano Harran is well-satisfied with his haul from the treasure house of Xilos. Yes things might have turned out better still, but he is not one to fret over 'might have beens'. The mercenary captain of the *Nebula* and its crew make good their escape from the collapsing planet thanks to their ship's powerful transmats. Before the battling Ghar fleets have time to even notice the sleek *Nebula*, it is hurtling towards the gate, discharging distracting target drones in its wake. Amano reflects with some satisfaction upon events and especially upon his encounter with the squamous yet strangely beautiful Boromite Guildless. What was that old saying – ah yes – keep your friends close and your enemies closer still. Well, they would meet again, he is sure of that. In fact, he is looking forward to it.

**BEST
OUTCOME**

Amano Harran has triumphed as he always knew he would – and with what style, what daring! Really he could not have hoped for more. Snatched from the crumbling planet in the nick of time he and his crew – well most of them – are safe at last. More importantly the *Nebula's* capacious holds are stuffed with artefacts recovered from the depths of the Builder undercity, mysterious machines, the fossilised remnants of a dead civilisation, and – best of all – working devices preserved in deep stasis for millennia. With the wealth he will earn by selling these treasures he will take his bid for power to the next and vital stage. His agents among the Oszoni will be alerted, preparations shall begin. Yes, it is time for a change among the great houses of the Freeborn. Vard Amano! He likes the sound of it. What will Guildless Arran Gestalin make of that, he wonders!



Freeborn Domari Squad

**WORST
OUTCOME**

Xan Tu sifts the data accumulated upon the Builder world and finds himself – if not exactly disappointed – then at least dissatisfied with the sub-optimal resolution of the mission's objectives. Data has been gathered and samples retrieved despite the loss of the majority of the mission's personnel. However, the primary objective, to find and stabilise the anomaly, is a failure. The consequences for the nexus itself are impossible to calculate. To speculate would tax even his analytical abilities; abilities that the machine part of his mind deals with so effortlessly and so accurately. It was just one of the many benefits of the transition to machine. A part of him feels glad of those benefits now, as he observes the medi-teams attend the wounded and sees the signs of despair upon the faces of his commanders. He calculates that his role in this affair is not yet complete. He is not finished yet with the last creation of the Builders. Nine nine double quantum.

**MIXED
OUTCOME**

Xan Tu lacks the data to offer anything but an approximate four seven quantum success rating with a standard deviation that is – admittedly – off the scale. It could, he reflects calmly – be much worse. The primary mission to find and stabilise the anomaly is only partly successful in so far as the vortex is contained for just long enough to allow some of the task force to escape. There is little time to recover any of the Builder technology or to study the extensive ruins, but at least some information is now available for analysis. As for the effect of the vortex upon the nexus that is impossible to estimate. No matter how many hypotheses he runs through his superior machine mind there is one certainty – it will be necessary to deal with vortex in the future. And he is the commander best suited to the task. Without a quantum of doubt

**BEST
OUTCOME**

Xan Tu watches the planet dissolve into the firmament revealing a roiling sphere of darkness that suddenly shrinks upon itself before vanishing into nothingness. The Isorian ship tracks the retreating Concord and Algoryn fleets toward the system's gate and the safety of open Antarean space. The mission fails to contain the anomaly, but the dimensional stabilisers deployed by the Isorians have prevented what might easily have been an immediate and catastrophic disaster. The task force has suffered only light casualties during the retreat from the Builder constructor chamber. The copious data and samples recovered from the Builder planet will enable the Isorians to study the gate-building technology that created the vortex. Xan Tu could not begin to estimate the vortex's effect upon the Antarean Nexus. Even his machine mind could not compute the permutations. There is not a quantum of doubt though. The mission is not yet terminated.

**WORST
OUTCOME**

Arran Gestalin held the secret of Xilos in her grasp and now it has all come to nothing. Curse that Freeborn scumbag for a fool! Well perhaps not exactly nothing – at least she escapes from the last operational Concord transmat before the planet collapses into the void. Most of her clansmen manage to join up with the other explorers making their way from Xilos. They are scattered between the Concord and Algoryn fleets. No matter, the journey out to the gate will give the Boromites a chance to regroup, to take stock and lick their wounds. Arran Gestalin hopes Alcazak made it from the exploding planet. The mining equipment is gone, abandoned in the Builder undercity and consumed by the roiling vortex. The clan might have precious little to show for their adventure but at least they are alive. There is always the next job. The clan could use a little mercenary work and these Concord people seem in need of some help... real help... Boromite help.

**MIXED
OUTCOME**

Arran Gestalin considers herself fortunate to have escaped the conflagration on Xilos alive and with most of the clan safe. At least part of their discoveries are secreted in the hold of the Concord ship that rescues them. She wonders what has happened to that maniac Amano Harran. Has he perished in the collapsing void and been sucked into the nothingness of null space? It is a cheering thought. Assuming she can smuggle her hoard past the Concord authorities, she guesses the haul will at least pay for a new ship with enough left over to replace all the mining gear lost on Xilos. Or perhaps it is time to lie low for a while. A stint of fighting for the Concord won't do the clan any harm. One thing is for sure, these Concord types could use some proper fighters. Which is to say Boromites.

**BEST
OUTCOME**

Arran Gestalin has finally beaten the odds. If her father was alive he would have enjoyed it immensely – the old Rock Dog! Lifted from Xilos thanks to the Concord's powerful transmats, the Boromites escape the roiling vortex together with most of their Builder hoard. The sealed crates are well hidden among their other gear in the middle of the Lavamite pens. The ship that rescues them is a small one by Concord standards. If it comes down to it she has no doubt the clansmen can easily overpower the crew and take the craft for themselves. Not that she needs to steal anything now. She estimates the contents of those crates would buy a fleet of ships. Now that Arran Gestalin has the wealth of which she has always dreamed, she considers what to do with it. She briefly ponders what sort of life she might lead surrounded by wealth and luxury. She thinks of her tough gang-fighter father and how proud he would have been. She wonders what will happen if she just jettisons those crates into space. Alcazak will never forgive her!



Guidless Arran Gestalin directs her Rock Riders escort.

**WORST
OUTCOME**

Karg lies upon his gravity bed a mass of wounds suffered during the final rout. He shouts at his underlings cursing those whose failure has brought about this humiliating defeat. Thanks to his subordinates' incompetence he has failed to secure the planet against the Ghar Empire's enemies. Worst of all – the sudden appearance of his cursed broodmate Fartok makes him look weak and vulnerable. It is well that most of his own senior commanders perished on the planet. Those who still survive will have to be dealt with. He doesn't want the Supreme Commander to hear tales of his failure. No. It will require some effort to present the debacle as a heroic fighting retreat – a success of sorts – it will be difficult to avoid the taint of failure altogether. The Supreme Commander will not be pleased and might even reprimand Karg. Perhaps he will demote the High Commander from the Supreme Commander's favour! If that happens Karg will have little choice. He will have to take action to save his own skin. None will stand in his way. Not even the Supreme Commander.

**MIXED
OUTCOME**

Karg sits upon the command throne of his capital ship as it blasts a path through the rebel fleet towards the gate. He knows he has failed to secure the forward base and establish himself more deeply in the favour of the Supreme Commander. None-the-less his forces have made a good account of themselves against overwhelming odds. If only it weren't for the interference of that rebel scum Fartok he might have driven out the invaders. Karg takes consolation from the fact that Fartok's rebel army is practically eradicated. Even if he has not destroyed his enemy he has certainly weakened him, and perhaps critically. Still, the Supreme Commander will be easily persuaded of Karg's success and of his loyalty. If not – well there are always other options. While the Supreme Commander remains useful to Karg he will continue to play the loyal servant. If the Supreme Commander stands in his way... he could think of ways of removing such obstacles.

**BEST
OUTCOME**

Karg laughs with glee as the rebel ships scatter and burn before his fleet. The world collapses into the void behind him, destroyed by his enemies rather than cede dominion to the Ghar. That is a set-back, Karg admits to himself, but it is also a triumph of Ghar military might! Indeed, the endeavour has been a great success – or at least it will be by the time he makes his report to the Supreme Commander. The enemy has been overcome at every turn and even the sudden appearance of that rebel scum Fartok scarcely tarnishes Karg's manifest brilliance. Karg feels sure that the Supreme Commander will be pleased and that he – Karg – will ascend the next step to power! The Supreme Commander will surely nominate him as heir to the Empire – the Supreme Commander's chosen successor. Supreme Commander Karg. Yes! And when the Empire is his what plans he has. What enterprises long dreamed of! Such dreams as no Ghar has ever dreamed before.

“These Outcast scum won't dare face us in open battle – they know we are too powerful – they will evaporate at the first shot like water in a plasma field.”

High Commander Karg 12-40-9

**WORST
OUTCOME**

Fartok's plan to expose the traitor Karg and avenge himself upon his old broodmate came to nothing in the end. The High Commander has escaped Fartok's clutches once more and the rebel army has been dealt a severe blow in the bargain. The best part of the rebel army is gone and it will take time to rebuild. However, thanks to the last minute intervention of the rebel Ghar fleet, many of the outcasts are evacuated, though the fleet itself is badly damaged in the ensuing battle. Fartok can only regroup his forces and wait for another chance. The single crumb of comfort is that, with the planet gone, Karg's plan to use it as a base of operations has been thwarted... and even Karg will find it hard to claim his mission has been a success!

**MIXED
OUTCOME**

Fartok has not destroyed his old enemy Karg as he had hoped. On the whole, the gamble has been worth it though. The fighting revealed deficiencies in Karg's command that will surely call into question his competence back on Gharon. There is a price to pay of course. Fartok's forces have suffered heavy casualties. It will take time to rebuild. Fartok feels he has learned some valuable lessons. His engineers have recovered weapons and equipment from the filthy degenerates: equipment of kinds not seen before and which will no doubt reveal yet more of their secrets. He looks forward to seeing new and more powerful machines emerge from the workshops in the days to come. It is that thing... that thing for which there is no proper Ghar word... it is 'progress'. That is it. It is progress.

**BEST
OUTCOME**

Fartok permits himself a grimace of satisfaction in his moment of triumph! Karg has been driven from the crumbling planet, his army scattered, his fleets hurled piecemeal into Antarean space. Of the treacherous High Commander there is no word. Perhaps he has perished during the rout. If Karg has escaped he remains as ever a threat both to the Empire and to Fartok himself. Even so, the failure of Karg's mission will severely weaken his position among the Ghar hierarchy. Very likely the Supreme Commander will withdraw his favour. How will the ambitious Karg react if accused of failure! Whatever happens Fartok is ready to face his enemy once more, even to save the Ghar Empire from his clutches if need be. And now he will have new weapons, machines developed by his engineers using the technologies captured from their enemies. Yes, he is ready.

Incorporating Allies

During the fighting on Xilos the chief forces arrayed against the Ghar are presented as allies of sorts. In some scenarios, this alliance is represented by the **Friends and Foes** rules and in others by the **Combined Forces** rules. With the arrival upon Xilos of Boromite and Freeborn mercenaries, we introduce a third option in the form of the **Mercenary Fighters** rules. These are three different ways of allowing troops from different lists to fight on the same side. In summary:

Friends and Foes (F&F)

The Friends and Foes rules are used in multi-player games where two or more players are loosely allied and share common objectives but are also independent forces and probably rivals. In Friends and Foes games, players have to look after their own interests and can choose to cooperate with their rivals.

Combined Forces

The Combined Forces rules allow a player to field a mixed force chosen from two different army lists; for example the Concord and Algoryn lists. The troops fight as part of the same army, but because they represent separate contingents from distinct combat shards they lose some of the advantages of a single force under a unified command.

Mercenary Fighters

The Mercenary Fighters rules allow a player to include individual units of mercenary troops in his force, and they are a way of adding distinct and often useful troop types into a standard army. However, be aware that mercenaries are professional, experienced troops who are smart enough to know when their best interests may be served by deserting or even betraying their employers.

FRIENDS AND FOES

The Friends and Foes rules (F&F) represent competing interests among nominally allied forces. The rules give players an opportunity to cooperate during a game, and whether they do so or not will doubtlessly depend upon circumstances. The rival factions are referred to as Friends and Foes, as distinct from other forces that might be outright enemies. For example, in the Exploration scenario the explorers are all Friends and Foes while the Ghar are definitely enemies.

In a F&F game, when a player draws an Order Dice from the dice bag he can choose to offer it to any of the other F&F players rather than play it himself. He can offer it to any of the rival F&F players he wishes, and if several want to take it he



Boromite and Concord troops prepare to face a Ghar counterattack.

can decide which one to give it to. If a player wants, he can make any kind of deal with another player in terms of reciprocal F&F offers or other arrangements. This might include asking for help from his rivals' troops in the game, for example, or agreeing to carve up objectives between their forces. Players are in no way obliged to keep faith with deals they make in this way – it's a matter of trust.

If a F&F player elects to take up the offer of an Order Dice, the Order Dice already drawn is returned to the dice bag and the player who has taken up the offer swaps it for one of his own Order Dice from the bag. Play then proceeds just as if the player had drawn the dice himself in the course of a normal two-sided game.

Dice Draw Priorities

Any rules that affect the sequence of the dice draw can have ramifications when combined together, so we must be prepared to recognise and deal with any potential confusion that can arise. This is especially likely to happen during multi-sided games, and even more so when the F&F rules are in play. The following notes will help to resolve any issues that arise, although where an umpire is available his judgement should prevail as always.

In principle, the F&F swap takes place before any special 'draw' rule that affects the Order Dice is applied. The easiest way to think of this is to imagine that the first dice out of the bag isn't drawn at all; the swapped dice is assumed to have been drawn instead.

Where players are in any doubt as to the sequence in which any special rules affecting the dice draw should be applied, each player attempting to influence the draw rolls a D10 and the order is the lowest to highest. This might make some plays impossible,

depending upon the sequence and the rules being applied. For example, in a multi-sided game two players might both want to 'block' the Order Dice of a third player using the army option special rule. However, only one can do so leaving the other with a 'block' in hand. In this case players could always agree which of them will use the 'block', or they can roll for it as suggested.

One interesting result of the Algoryn Distort Resistance rule in the Exploration scenario is that it is possible for an Algoryn player to accept a swap from an F&F and then to return his own Order Dice back into the dice bag. This is because the F&F swap takes place before any special rules affecting the dice draw are applied. We thought this was a perfectly valid way of using the special ability in a cooperative scenario, especially considering the Algoryn player will be taking the unnecessary risk of drawing his own Order Dice again. Remember that the Distort Resistance rule can only be used once after a Ghar Distort Dice is drawn (see page 86). This means it's not possible to cycle through a closed loop of Distort Resistance and F&F swaps!

The Role of Subverters

If an F&F force has a Subverter Matrix this will pose problems for allies as well as enemies. To avoid this, the player with the Subverter Matrix can voluntarily deactivate it when the drone carrying the Subverter Matrix makes an action or reaction - i.e. when the Subverter Matrix would normally take effect.

This simply means the Subverter Matrix has no effect that turn on any other forces at all, including upon any outright enemies as well as any F&F. The player is under no obligation to do this of course, but if he does not do so the Subverter Matrix will automatically attempt to subvert the combat shards of all other forces within range every time it makes an action/reaction.

Of course, taking a Subverter Matrix into an F&F game might not be demonstrating the friendliest of intentions to your fellow players.



COMBINED FORCES

A combined force allows a player to assemble an army from two different lists. This is something that is envisaged for narrative games forming part of a campaign, or for specific narrative scenarios where such an alliance is imagined to be part of the backstory, as with the alliance between Algoryn and Concord forces described in the Xilos campaign.

However, although developed for playing the scenarios already described, the rules themselves are constructed in a way that permits combined forces to be formed in other games too. The combined forces rules are designed for representing forces that are at least 1000 pts in size, the idea being that a player who has collected two modest 500 pts Scouting or 750 pts Skirmish forces can combine them together to fight a bigger game. Any advantage gained by access to a broader range of troop types is easily off-set by the

inherent disadvantages of fighting with two separate contingents. The combined forces rules are therefore ideal for representing forces that are at least 1000 pts in size, but we'll consider the application to smaller forces as well.

A combined force is literally two contingents chosen from two lists. Each contingent must be chosen to a standard value, e.g. a 1000 point combined Concord and Algoryn force would consist of 500 pts of each. The two contingents don't have to be the same value, but each must be chosen to one of the standard force sizes, for example, a 500 pts Scouting contingent plus a 750 pts Skirmish contingent.

If players wish to play combined forces at lower total points values this is also possible. Simply select units from either list up to the required total value. At low army values you will find it practically impossible to fulfil the minimum tactical requirements of either of your chosen lists. Where this is the case players can, by mutual consent, agree to reduce the usual minimum tactical requirement to 1 unit or make whatever arrangement they are happy with.

Who can Combine?

It would fly in the face of the Antarean backstory to allow each and every force to combine together. Although it is technically possible to combine any force with any other force, we shall allow only certain combinations.

Concord: Algoryn, Freeborn, Boromites

Algoryn: Concord, Freeborn, Boromites

Boromites: Concord, Isorian, Freeborn, Algoryn

Isorians: Freeborn, Boromites

Ghar Empire and **Outcasts** cannot ally with anyone as the idea of Ghar making common cause with degenerates and abominations is beyond Ghar comprehension. At least for the present.

Playing a Combined Force

A combined force is one army but it is still two separate forces for many purposes. In Antarean terms each contingent comprises a separate battle shard, and the combined shards don't necessarily interact together in the same way as units belonging to a single integrated shard.

The player uses a single colour of Order Dice for the entire force. When the player draws an Order Dice he can use it to activate a unit from either contingent.

Units belonging to one of the contingents cannot benefit from enhanced Command values or special rules from the Commanders of the allied contingent. This includes the Command and Follow special rules. Similarly, they cannot benefit from enhanced Initiative values or special rules from the Commanders of the allied contingent. This includes the Hero special rule. Each contingent's commanders affect only that contingent and not the entire combined force.

Rules for buddy drones such as medics and spotters only work for their own contingent. One contingent's spotter cannot patch sight through the spotter belong to the other contingent, for example. A batter shield projected by a batter drone will protect units from both contingents because it is force field barrier, but the batter drone must still be attached to a specific unit from its own contingent.

Probes that confer a benefit do so only to their own contingent and not to the whole force, for example targeter probes only add their Acc bonus to units from their own contingent.

Medic teams, Engineer squads with auto-workshops and other units that confer a special rule or interact with other units will only work for their own contingent and not for the force as a whole. For example, an Algoryn medic team cannot use its medic rule upon a Concord unit.

Any special rules that apply to an army only apply to the specific contingent and not to the whole combined force. Army bonuses, where they are included, must be purchased for a specific contingent and included in its points value, and can be employed only by that contingent. See the separate note below for dealing with the Algoryn Distort Resistance rule.

In the Xilos campaign a combined force scores victory points at the end of each game and may earn army bonuses for the force as a whole or character bonuses for commanders. Any such bonuses must be allocated to a specific contingent, and to a specific model in the case of character bonuses.

In the Xilos campaign, the combined force can discover and capture relics during the course of play. Any relics held by the player can be given or applied to either of the contingents and don't have to be given to the same contingent each time. This is because the normal rule for relics allows them to be distributed freely at the start of each game.

Combined Forces and Distort Dice

When a Ghar distort dice is drawn for a combined force the player must play a down order on any unit in the combined force that can go down, regardless of which contingent it belongs to. For example, if a combined force consists of an Algoryn infantry unit and a Concord Scout Probe unit the player must give the Algoryn a Down action. He cannot deliberately select the Concord unit because probes cannot be given a down order.

Combined Forces and Algoryn Distort Resistance

The Explorers scenario is designed for separate F&F forces. However, if players wish to include a combined force that includes an Algoryn contingent then the Distort Resistance rule won't apply to the combined force so long as it includes non-Algoryn units. If the entirety of the other contingent falls casualty or leaves the table, leaving a purely Algoryn force in play, then the Distort Resistance rule applies.

Combined Forces and Subverter Matrix

In the case of the Subverter Matrix, the same rules apply as already described for F&F games in respect to combined forces. Although the forces are combined, their combat shards are distinct, and a Subverter Matrix will still attempt to subvert the combined force itself unless it is deactivated. This is inconvenient as it means the Subverter Matrix will start to contest your own dice. In this situation it is simplest for the opposing player to make the 'contest' rolls to keep the Order Dice out of play, as otherwise the player will have to roll against himself!

On the whole, it is obviously not a good idea to include a Subverter Matrix in a combined force, and if you do it is wise to deploy it away from your allied contingent and as close to the enemy as you can.

MERCENARY FIGHTERS

The Freeborn Adventurers List is designed to represent the Company of Amano Harran in the Xilos campaign and also to serve as a generalised list for small, professional Freeborn bands of about the same size. The Boromite Clan list is designed to present Clan Gestalin in the Xilos campaign and also serves as a generalised list for a small freelance Boromite Clan. Either force can be played as an army in its own right, and individual unit entries can also be included in other armies as mercenary units.

Who Can Hire Mercenaries?

Concord, Isorian, Boromite, Freeborn and Algoryn forces can all hire mercenaries from the two lists given. If the Freeborn Adventurers or Boromite Clan are fighting as armies in their own right they can also hire mercenaries from the remaining list. In the Xilos campaign backstory Clan Gestalin is initially hired by Amano Harran's Freeborn for example.

Selecting Mercenaries

Choose one list to recruit your mercenary units from, i.e. Freeborn Adventurers or Boromite Clan, but not both.

One or more mercenary units can be included in an army at the appropriate cost and occupying the same Combat Level/Limited Choice slot in the army's force selector. So, a mercenary tactical unit fills a tactical slot in the army's force selector, a strategic unit fills a strategic choice, and so on. Any mercenary units count for minimums and maximums in the selector just like units chosen from the army's own list.

A force can include mercenary command units but does not have to do so. Otherwise it can include any combination of mercenary units you like, for example you could have a mercenary command unit but no others if you wished.

When choosing the army, non-mercenary units must outnumber mercenaries by at least one unit, i.e. force must include more non-mercenary units than it has mercenary units at the start of a game.

Playing Mercenaries

Units chosen as mercenaries are integrated with the army's combat shard and effectively become part of the force in the same way as units chosen from the army's own list. The easiest way of thinking about this is to imagine the mercenary unit entries are part of the army's own army list.

A mercenary unit benefits from the special rules associated with the force's commanders and any special rules that would normally apply to troops of that type in that army. For example, they would count as part of the same shard in respect to a Subverter Matrix, and in an Algoryn force the presence of mercenaries wouldn't compromise the Algoryn Distort

Resistance rule for the Exploration scenario. All probes and buddy drones interact with the army's other units; medic teams can use their medic rule on all applicable units; an auto-workshop will confer benefit to appropriate units; and so on.

Any army options available to the force, whether purchased in the usual way or earned as bonuses, can be used on behalf of the mercenaries just like any other units. For example, the Extra Shot ability.

In the Xilos campaign any character bonuses can be given to mercenary commanders and those same commanders can be recruited in subsequent games.

Any relics recovered by the force can be carried by mercenary units in the same way as other units in the force.

Mercenary Break Test

During the normal course of a game, when a unit takes and fails a break test, depending on what kind of unit it is and how many casualties it has taken, it normally either goes down or is removed from the game and treated as destroyed. When a unit is destroyed we take it as read that surviving troopers may simply have sneaked away, run for it, or have retreated from the scene of action in some such fashion.

In the case of mercenary units, when a unit fails its break test and would otherwise be destroyed, there is a chance the surviving mercenaries will react by going out in a blaze of glory or calmly changing allegiance to their former enemies.

To represent this, if a mercenary unit fails its break test and would otherwise be destroyed as a result, roll a D10.

If the army contains more mercenary units than it does non-mercenary units, deduct -1 from the dice roll for each mercenary unit in the army in excess of non-mercenaries. Include the testing unit in this total. For example, if an army has 4 mercenary units and 2 non-mercenary units and rolls a 7 the score is $7-2 = 5$. Note that this can only happen if the army has lost some of its non-mercenary units, as a force must always begin with fewer mercenaries than other units.

Consult the Mercenary Break Test Chart on the next page to find out what has happened.

Mercenaries and Damage Charts

Mercenary weapon drones, vehicles and humongous beasts don't take break tests except as directed on their damage charts, as explained on page 44 of the Antares rulebook. In these cases, units must still make a mercenary break test roll if they are otherwise broken and would be destroyed and removed.

None of these units are included in the lists given in this supplement, but players creating their own scenarios and campaigns may wish to embrace the possibility. The chance of a mercenary MOD3 Heavy Combat Drone joining the other side should give pause for thought though!

Mercenary Commanders in the Campaign

You can use bonus points generated during the campaign to give character bonuses to mercenary commanders if you wish. The same commander can then be recruited in future games. Even if the command unit goes rogue and defects to the other side following a mercenary break test, the same commander can still be fielded in future games just as can other commanders that fall casualty, and in the same way.



MERCENARY BREAK TEST CHART

- 1 or less** The unit goes over to the enemy! Instead of removing the unit as destroyed leave it in place. Remove the Order Dice from the player whose force includes the mercenaries, give it to the opposing player in the usual way, and replace it with an Order Dice for the opposing side. The new Order Dice will either go onto the table beside the unit or into the dice bag, depending on whether the unit has already received an order that turn or not. The mercenary unit now fights as part of the enemy's army.
Once a unit has changed its allegiance it won't change back again, and no further roll is made on this chart for units that change sides and subsequently fail a break test and are destroyed. Such units are destroyed and removed from play like any non-mercenary units.
If the mercenary unit is a MOD unit – or has additional associated Order Dice for whatever reason – then add the appropriate number of Order Dice to the opposing player's army along with control of the unit. Because the side that gains control of the mercenaries also gains an Order Dice for that unit, in games where an army's 'break level' is used to determine game length this will add to the total number of Order Dice for that side and can therefore affect the number of units required to effect a break.
A unit that changes sides counts as a unit destroyed for purposes of calculating victory points at the end of a game. A mercenary unit that changes sides and which is subsequently destroyed by its former employer scores him no victory points. If a mercenary unit changes sides and is subsequently destroyed its Order Dice is removed from play and eliminated, i.e. don't hand it over to your opponent as you normally would.
- 2-5** If no mercenary units have gone over to the enemy already, the mercenary unit is destroyed and removed from play just like any other unit that fails its break test, as for 6-9 below.
If any mercenary units have gone over to the enemy previously in the game, then the unit also goes over to the enemy as for 1 or less above.
- 6-9** The mercenary unit is destroyed and removed from play just like any other unit that fails its break test.
- 10** The mercenaries are determined to uphold their reputation even to the last moment, unleashing a hail of fire into the enemy's ranks even as they are cut down. The unit is removed like any other destroyed unit, but before doing so it gets one last chance to shoot. The unit can shoot as if it had been given a Fire order and ignores all pin markers it may have accumulated. Work out the shooting in the usual way and then remove the unit. It has gone down fighting!



Freeborn sky raiders speed through the undergrowth.

Xilos Creatures

The world of Xilos is home to a vast variety of arthropod-like fauna of which only a tiny fraction has been encountered by the Ghar Empire occupation army or the various expeditionary and task forces that followed it. The primordial jungles are infested with all kinds of creatures both large and small, some of which are highly predatory and dangerous even to well-armed explorers. The long-abandoned subterranean ruins of the Builders have become the lairs of many of these creatures, and some even appear to have evolved to take advantage of this considerable ecological niche in the bowels of Xilos.

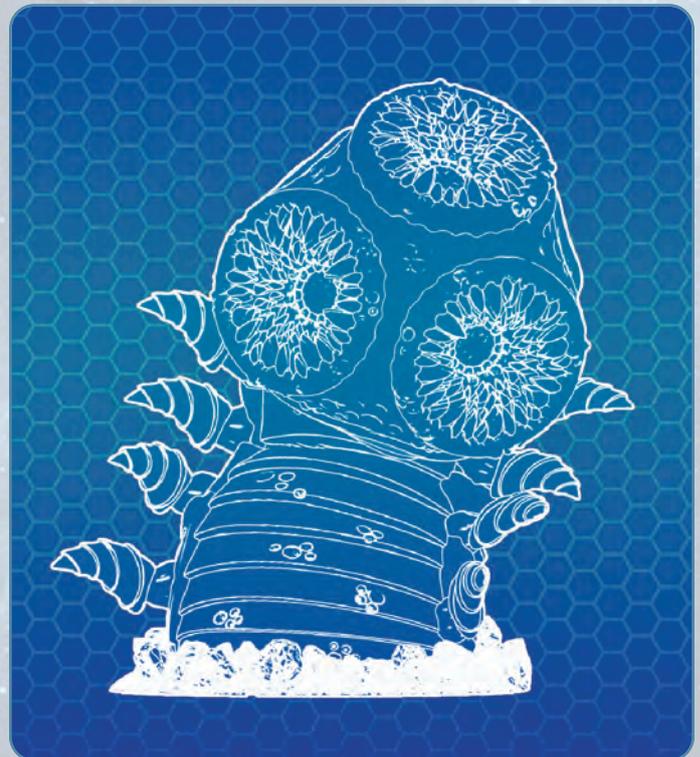
The creatures that inhabit the jungles, mountains and seas of Xilos most closely resemble the kinds of creatures classified as arthropods. They have segmented bodies and shells, some of which are hard casings, others are soft and leathery. Their internal organs are supported by a network of internal ligatures. They have no equivalent of lungs, but breathe through vents in their bodies, and oxygen is dissolved into their blood stream by means of osmotic membranes surrounding their vessels and major internal organs.

GULPERS

Gulpers are among the largest Xilos arthropods, although it's rather hard to tell how big they are because what is seen of them above ground is only the fore-portion of a much longer and bulkier burrowing creature. Although the visible part of their segmented bodies appear worm-like, this is merely the front or 'neck' part of a complex arthropod, similar in its general anatomy to smaller Snappers. The entire creature has countless tiny legs that propel it through the tunnels it excavates beneath the loose jungle floor. The upper body usually sits just below the surface, and the creature waits for a victim to pass overhead before lurching upwards to grab it. The unfortunate prey is pulled down, held fast by the Gulper's three huge mouths, and consumed.

Not much is known about the habits of Gulpers because they mostly go unseen. They can certainly grow very large, but exactly how big no one knows. The very largest may be referred to as Giant Gulpers, but there is no exact standard for measuring such things. The Gulpers favourite habitation is the loose soil of the Xilos Jungles. Although they are plainly not adapted to live in the rocky interior of Xilos, the Builder ruins and system of interconnected tunnels has provided a suitable niche to which at least some Gulpers have adapted. Those that have adapted to tunnel life are generally smaller, perhaps because the size of the tunnels is a limiting factor, and are sometimes known as Cave Gulpers.

The stats given here represent a medium sized Gulper.



XILOS GULPER

Humungous Beast Unit

Points Value: None

Unit: Gulper	Ag	Acc	Str	Res	Init	Co	Special
1 x Gulper	5	-	10	15	7	7	3 Attacks SV3, Large, Gulper

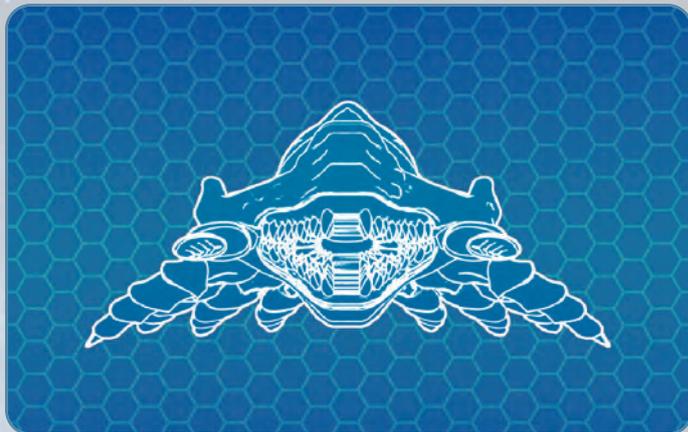
- **Gulper.** The gulper model represents the foreparts of a vast creature most of which is under the ground. When it moves, the Gulper pops underground or the visible bit ploughs its way along the surface. It cannot move through or into buildings, or through or into terrain that is impassable, but it can move under such things and pop out the other side if it has sufficient movement distance to do so. Because the Gulper moves through or under the soil surface it does not need to take Agility tests on account of terrain. The Ag stat is therefore largely redundant although we have left it in place because some special rules use it (vorpal charges for example). When the Gulper assaults a target it attacks from underneath and so cannot be engaged by point-blank shooting.

SNAPPERS

Snappers are fairly small arthropods that live in great numbers both in the jungles and among the ruins of Xilos. The explorers dub these creatures 'snappers' because of the noise they make as they scuttle about in search of food. To date no attempt has been made to fully categorise the fauna of Xilos and the creatures commonly referred to as Snappers represent a diversity of different species, some of which are entirely harmless while a few are more aggressive and potentially deadly.

Snappers are communal animals that live in burrows in the ground, among leaf litter, and sometimes within the rotting carcasses of the world's tree-like flora. They are common in the Builder ruins where they dig among the debris and prey upon other small animals as well as scavenging the carcasses of larger creatures. They are creatures of simple instinct with only a rudimentary sense of self-preservation, and this in itself makes them dangerous in large numbers. They can dig their way through even hard rock, and over time their burrows have come to riddle the Builder ruins themselves.

The stats given here represent the more dangerous of these creatures, aggressive scavengers and small predators.



XILOS SNAPPER PACK

<i>Beast Unit</i>	<i>Points Value: None</i>							
Unit: Snappers	Ag	Acc	Str	Res	Init	Co	Special	
3 x Snapper	9	-	7	5	7	7	3 Attacks SV2	

DRUMMERS

Drummers are large, solitary arthropod predators, one of the most deadly creatures of the Xilos jungles. The explorers dub these powerful hunters 'Drummers' because the noise they make when they attack is like a staccato of drum beats. It appears that this noise confuses the creature's prey or perhaps even stuns the Xilos creatures that make up its diet. Drummers appear to be a single species although they vary considerably in size. Whether this polymorphism reflects the age, gender or some other as yet unknown factor is anyone's guess.

Unlike the various kinds of Snappers, Drummers are always found alone and it has been observed that when two Drummers meet they either warily avoid each other or fight, with the loser either scuttling away or – often – being killed outright. Fortunately, the percussive noise of two Drummers fighting is so intense that it drives all other creatures away and serves as a general warning to all. While Drummers are essentially creatures of the jungles they can also be found deep in the subterranean ruins, where they squeeze along the passages made by smaller creatures such as Snappers.

The stats given here represent the most commonly encountered medium sized Drummer.



XILOS DRUMMER

<i>Beast Unit</i>	<i>Points Value: None</i>							
Unit: Drummer	Ag	Acc	Str	Res	Init	Co	Special	
1 x Drummer	9	5	7	7	7	7	2 Attacks SV3, Large, Fast Sprint, Drum Stun	

- **Drum Stun.** When the Drummer makes an assault it can make one shot of point-blank shooting to represent its bizarre drumming. If a hit is scored there is no damage caused but the target suffers 1 pin if it is a non-Xilos creature and D3 pins if it is a Xilos creature.

DANGEROUS FAUNA

There are several ways in which the Xilos creatures described above can be incorporated into a game of Beyond the Gates of Antares. We have already seen how they can be activated by the addition of their own Order dice to the dice bag in the Tunnels Scenario 4. In that scenario the creatures are randomly discovered by the players as they move through a tunnel system, and creature units are controlled by a player as indicated by the following dice draw.

However, Xilos creatures – and indeed any wild and dangerous fauna – can be represented by a variety of means in the game. The simple rules given here have served us in several types of game and not just the Xilos campaign scenarios. These same rules can be adapted for other scenarios if the players wish, or incorporated into new scenarios for these or other dangerous fauna from tigers to Tyrannosaurs.

CREATURE PLAYER

Units of creatures can be deployed upon the table and controlled by their own player just like any other force in the game. Essentially, the creatures become one side in the battle, and are given their own objective. This can be something quite simple like kill as many of the opposition as possible! This is a perfectly good and obvious way of making use of the Xilos creatures or other kinds of dangerous creatures that might easily infest jungles, caverns and wilderness environments on any number of Antarean worlds.

Because this way of playing creatures is pretty much the standard method in which our armies normally play we don't need to say much more about it. All that will be needed is a set of distinctly coloured Order Dice to put in the dice bag, a player to take the part of the beasties, and you are good to go.

Third Party Games

The creature player could either be the umpire or a 'third party' player with the game's main antagonists battling for victory while the creatures present them with various hazards. This works best in a scenario where the main players have definite tabletop objectives ('locate and capture' types of game) and in which the creatures have good reason to want to stop them. For example, imagine a Xilos Gulper has taken a liking to some bright, shiny drone that happens to contain information vital to both sides. Inconveniently, the Gulper has incorporated the shiny drone into its nest, which happens to lie among other Gulper nests, right in the middle of a Gulper nesting colony. The players have to find the nest that has the drone in it and capture it. Needless to say, the Gulpers won't take kindly to this intrusion!

Two-Sided Games

Creatures can just as easily take part in a standard two-sided game as one of the forces, while the other side is a conventional force or perhaps even an army of rival creatures. This would certainly make for an entertaining diversion.

Imagine a retreating army has to make its way through a valley dominated by monstrous creatures and the creatures have to stop them. Perhaps a hapless expedition has set up camp in the middle of the migratory path of a herd of ravenous beasts. Such a game might not be tactically demanding, but has the potential to be great fun and would make a light-hearted departure from routine battles.

ACTIVATION METHOD

The Tunnels scenario 4 uses a system of random activation for the Xilos creatures based on the players' tunnelling activities. That particular method works in that scenario because it is triggered by the dice roll the players must make every time they excavate a tunnel. If we are to make use of Xilos creatures in other more general kinds of scenarios, it is necessary to devise some other method for introducing creatures onto the tabletop.

If the players or umpire wish to create a scenario for themselves, then they can set their own conditions for activation. The appearance of creatures might be triggered by players moving near to or into contact with specific objectives in the game, as might be imagined in the example of the Gulper nests as described above. On the other hand, it is useful to have a generally applicable set of rules that can be used over and over again, and without the trouble of devising specific conditions for deploying and controlling creatures. This is what we shall endeavour to do with the following random activation rules.

Adding Creatures to Games

To begin with, the players should agree between themselves whether to include randomly activated creatures in their game, and if so how many units. As this will probably tally with the models players have available, we leave it for the participants to determine for themselves. In a club environment or other organised event where sufficient models are available, this value might reasonably be fixed in some way, say either a fixed number or a random value such as $D3+1$ units. Decide how many creature units you are going to have before the game starts and place the units aside ready.

You will require one Order Dice for every creature unit, and you'll need to use a distinct colour for the creatures as if they were a third player. To begin with, place these Order Dice aside together with the creature units.

At the start of each turn of the game roll a D10 and on the score of 6 or more take one of the creature Order Dice and add it to the dice bag. On a score of 10 take two creature Order Dice and add both to the dice bag. Continue rolling each turn until all the creature Order Dice are out. These dice go into the bag and are drawn in the usual way.

Activating Creatures on the Table

When a creature Order Dice is drawn it must be used to give a creature unit that is already on the table an action if possible. Both or all players roll a D10, reroll any ties, and the highest score controls the creature unit on that occasion. The player selects a creature unit, chooses an order and the unit makes the appropriate action. Because control of the creatures is randomised in this way neither player knows which of them will get a chance to control which creature unit at any time.





Concord strike troopers are set upon by a Xilos Gulper.

When a player has control of a unit he is free to take any permitted action. He could move the creatures away from his own troops, use them to attack an enemy, move them to block a line of sight, and so on. It is not allowed to deliberately move the unit off the tabletop, unless doing so fulfills an objective of the scenario itself.

Unless the players wish to make an exception, creature units won't attack other creature units when using the activation method. There may be scenarios where this fits in with the backstory and can be allowed, but for purposes of developing general rules for incorporating creatures into games we shall assume the creatures are out to get the players and not each other.

Deploying Creatures onto the Table

If no creature units are on the table, or if all those on the table have been given an order already, then the creature dice is used to deploy a unit that is still waiting to join the battle. Roll a dice to see which player has control and choose a unit from those available.

The player who wins the roll deploys the unit on the table and then gives it an order. The new unit can either enter along any table edge or it can be placed anywhere on the tabletop (see below). No Command test is required to deploy the unit. In either case, the unit is treated like any other unit that has entered the table, i.e. it must be given a Run or Advance move that turn, and cannot use a Run move to make an assault.

Deploying to an Edge

The unit can be deployed at a point along any table edge and it enters the table in the same way as any other unit, measuring its movement from that point. Remember that no Command

roll is required to deploy a unit of creatures, regardless of the turn of the game.

Deploying onto the Tabletop

The unit can be placed on the tabletop, in which case we assume creatures have been hiding in their lair or otherwise lying low in such a way that they have not been noticed until now.

When placed in this way, the unit cannot be positioned within 5" of any unit already on the tabletop. Where there is passable area terrain on the table the unit must be placed within that, assuming it is possible to do so without it coming within 5" of other units, i.e. creatures deploy into terrain out of preference.

These restrictions are intended to stop a unit of creatures popping up out of nowhere, and limits the deployment in a manageable way. Obviously, where there is no suitable terrain for the creature to deploy into they can always deploy into the open, and we must imagine them emerging from the hidey holes where they have been sheltering.

We have included the Gulper as an example of a humungous beast, and who knows how big those Gulpers get? If players should wish to have a humungous beast as a random creature – if not a Gulper then perhaps a rogue Lavan Brood Mother for example – then it would be very strange indeed to have it spring into existence in the middle of the tabletop! To get around this 'brontosaurus on the tabletop' type of issue we shall rule that apart from the subterranean Gulper or creatures comparable to it, humungous beasts must be deployed at a table edge. Of course players can make other provisions to better suit a scenario they have devised, but for general purposes a simple prohibition will suffice.

Armoury Update

This section of The Battle for Xilos includes entries for new equipment, new vehicles, some new weapons and one new creature. That, however, is a bit verbose for a title, so we've gathered together all this new material under the heading of 'Armoury Update'.

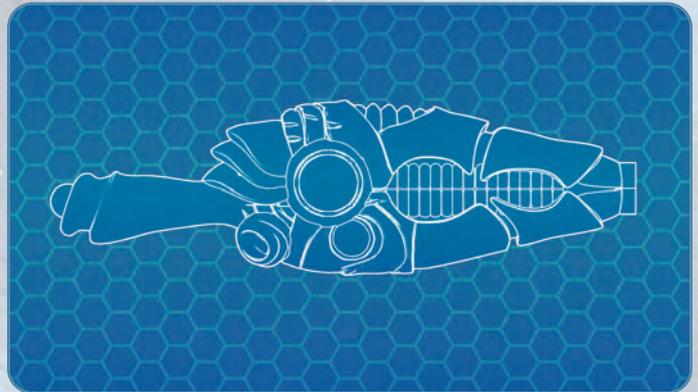
At the end of this section you will find updated army list entries for the new Isorian unit types to add to the Isorian army: the Isorian Pulse Bikes and Tsan Ra troopers units, complete with options and points values, as well as new entries for the Algoryn compression cannon and bombard. We have also added some updated options to include the new Synchroniser Drones. The army list entries for the new Ghar Outcast units including Creeper vehicles and hybrid support weapons are included in the Outcast Rebels army list on page 86.

WEAPONS

PLASMA DUOCARB

The physically large and robust Tsan Ra Phase troopers carry a bulkier version of the standard Isorian plasma carbine called a duocarbine or duocarb. Like other plasma weapons, the duocarb is a sophisticated and adaptable weapon that combines long-range firepower with mass of fire at closer distances. The extra firepower of the weightier duocarb means that even though Isorian Tsan Phase Squads are usually smaller than regular Phase Squads they can pump out just as much firepower, and their weapons are capable of taking out relatively well-protected targets.

The plasma duocarbine is larger and more powerful than a plasma carbine and among the weightiest weapons carried by any infantry of Antarean space. It is essentially the same as a plasma carbine in terms of how it works and operates. It can be recognised by its greater bulk and double plasma coil. Adaptation to the chitinous manipulative claws of a Tsan Ra means it lacks the grips and triggers that a human would need to operate it. Plasma based weapons are extremely hard hitting for their size of weapon, and the duocarb's powerful shot puts it into the same league as many larger support weapons.



Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Plasma duocarb: <i>Single Shot</i>	20	30	50	3	—
Plasma duocarb: <i>Scatter</i>	20	30	None	0	RF ₃

- **Shooting Modes:** A unit equipped with plasma duocarbs can use one of two modes: the longer ranged, hard-hitting single shot, or the shorter ranged rapid-firing scatter. All duocarb-armed models in the unit shoot using the same mode.
- **RF₃.** Rapid Fire₃. When using scatter mode a plasma duocarb fires three shots.

“The Tsan Ra troopers loped forward with their peculiar gait, covering their advance with bursts of fire from their powerful plasma duocarbines – weapons larger and weightier than a mere human could wield.”

Living, as we do, in a world where subspace-energies sufficient to drive a star ship can be transferred effortlessly across an invisible and all-encompassing nanosphere, it is almost impossible for us to imagine the raw power of these primitive machines. When we think of something like a vortex engine we know we are talking about a construct of suspensor energy – it has no moving parts because it literally has no parts at all – it's only physical components are those that connect it to whatever it propels. But these Ghar machines are in every sense mechanical, intricate, complex mechanisms of multiple material parts that move against each other, motivated by magnetic fields and energised by the pressure of air and fluids. Just think of the colossal energies required to

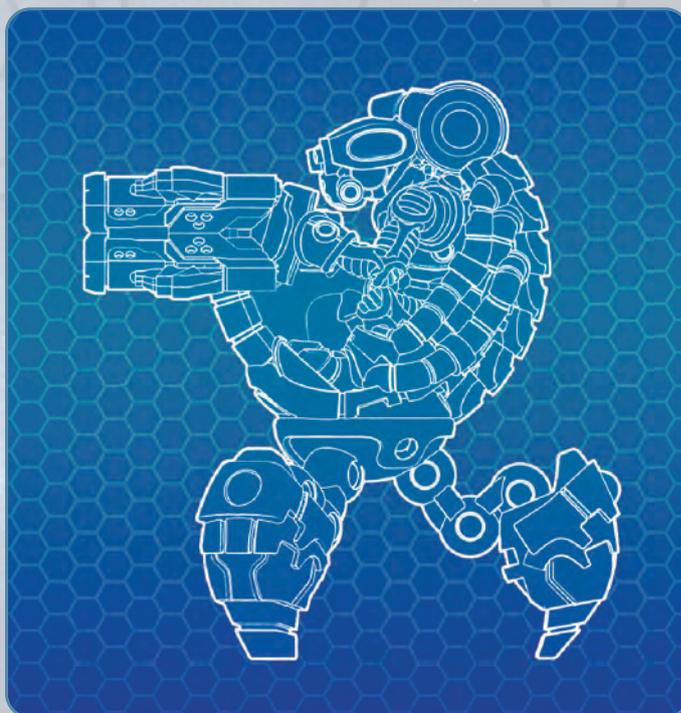
activate these components, to check and balance the rotational forces generated by every movement, let alone to propel a machine at speeds that threaten to tear it apart. Why even the radiant energy of a Ghar reactor is enough to sterilise the surrounding nanosphere and – given time – break down the nano-envelope of even the most tightly sharded of conventional devices. Such primitive technologies are not unknown throughout the nexus and in themselves present no threat to us. But what makes the Ghar so dangerous, and uniquely so in our experience, is the combination of established spacefaring technology and uncompromising and irrational aggression. And for this reason our proposal is for immediate level ten pacification.

GHAR OUTCAST REBEL HYBRID SUPPORT WEAPONS

The Ghar engineers of the Outcast rebels have made great leaps in understanding since the beginning of Fartok's revolt. Admittedly, their achievements are modest compared to the technical sophistication of the rest of Antarean space, however, for a Ghar any kind of innovation is unprecedented. Ghar are practically hard-wired to respond to un-Gharlike behaviour and 'foreign' technologies with revulsion bordering upon phobia. Most Ghar find even the sight of degenerate humans sickening. They would no more touch the abominable technology of their enemies than they would deliberately plunge head first into the core of a plasma reactor. But Fartok has encouraged the most capable and least squeamish of his engineers to examine and learn as much as they can from the degenerates' weaponry. The result has been a useful amalgamation of captured weapons and Ghar technology, together with the practical scavenging of recovered and damaged equipment.

Perhaps the most successful of these new weapons are the 'hybrid' support weapons that combine small Ghar walker machines with captured enemy weapons. Using captured enemy equipment within a Ghar force poses practical problems that sometimes overcome even the ingenious Ghar engineers, making these new weapons less reliable than traditional Ghar technology. Algoryn weaponry is favoured because – did the Ghar but know it – it is constructed with almost unbreakable nano-envelopment that can resist the corrosive radiation that is a common feature of Ghar power plants. Concord equipment, often constructed with open-envelopment to access full and effective shard integration – is more susceptible to degeneration.

Efforts to utilise plasma weaponry have so far proven beyond the Ghar, and the majority of support weapons created in this way are mag light supports and – less commonly – mag cannons. However, they have also found a way of jury-rigging four mag repeaters together – the combination is somewhat unreliable but can be deadly!



Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Mag light support	30	50	100	1	RF3
Mag cannon	30	50	100	5	Massive Damage
Quad mag repeater	20	30	None	0	RF D8, Jams

- **RF 3.** Rapid Fire 3. Mag LS fires three shots.
- **Massive Damage.** If the mag cannon's target rolls for damage on a damage chart it suffers Massive Damage.
- **RF D8.** Rapid Fire – roll a D8 to determine how many shots the quad repeater gets when it shoots. If you don't have a D8 roll a D10 and reroll scores of 9 and 10.
- **Jams.** On any Acc roll of a 10 the weapon has jammed. Because quad repeaters shoot multiple times they are more likely to jam. When a weapon jams work out any shots that hit as you normally would. The unit with a jammed weapon cannot shoot in the following turn while its crew frees the jam, but otherwise it is unaffected.

VEHICLES

These vehicles are additions to the Vehicles of Antarean Space section of the Antares rulebook beginning on page 94. The army list updates for units using these vehicles can be found on pages 82 and 86.

ISORIAN TAKHAN PULSE BIKES

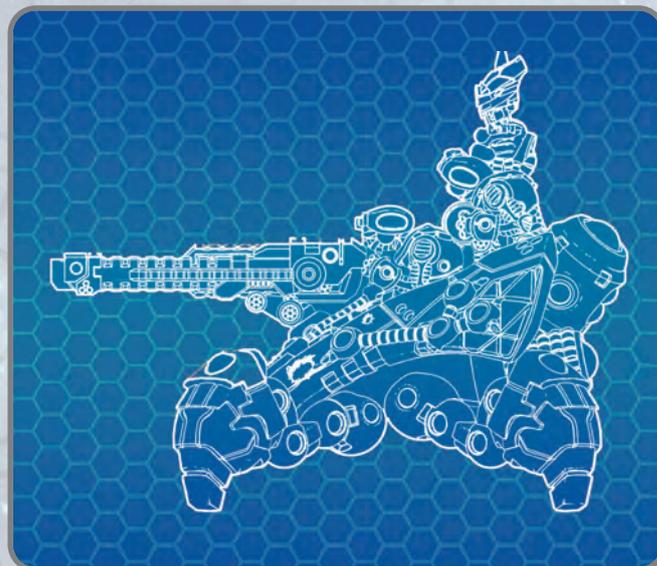
The Isorian SV21 Takhan Pulse Bike is the Senatex equivalent of the Concord ST500 designed to fulfil similar roles and with comparable capability. The bike is a fully-sentient drone forming part of a combat shard, usually comprising three machines together with their riders and associated buddy drones. Pulse bikes are all about speed rather than firepower, being lightly armed but exceptionally fast and manoeuvrable. Striking quickly and avoiding becoming entangled in close action, they excel at hit-and-run tactics against stronger forces. The main role is to act as scouts in situations where normal nano-connectivity is non-functional or compromised. Suspensors provide buoyancy and low-speed motive propulsion while higher speeds are attained with the assistance of synchronised pulse motors.

Vehicle	Ag	Acc	Str	Res	Init	Co	Special
Isorian Takhan Pulse Bike and rider	5	5	5	5(8)	7	8	Fast, Large

Vehicle Type: Solo Transporter Bike
Propulsion: Suspensored vehicle with pulse motors
Armament: Twin plasma carbine standard
Protection: Composite skin + phase armour with internal hyperlight booster creating ultra-high energy hyperlight envelope for rider and machine
Special Rules: Mounted unit, Fast, Large.

GHAR OUTCAST REBEL CREEPER

One of the accomplishments of Fartok's Outcast engineers is to find ways of repurposing the simple shells of captured enemy equipment. Such shells are made of materials of a kind that is strange and alien, quite unlike the familiar onion-like layers of metals and composites used to make the bodies of Ghar equipment. These weird materials do have the benefit of being exceptionally lightweight and strong even without the benefit of powerful magnetic shields. This has enabled the Outcasts to develop hybrid vehicles that are faster than the usual Ghar machines, burdened as they are with massive metallic body shells and the inertia generated by magnetic shielding. The most successful of these machines to date is the type generally referred to as the Creeper. This uses the shell of a destroyed Algoryn Scout Skimmer, to which is attached a low-output plasma reactor and mechanical crawler legs. In Ghar hands the machine is large enough for two crew, a driver at the front of the vehicle and a separate gunner installed behind him. The reduced weight allows the machine to operate at higher speeds and enables the gun position to quickly come to bear on targets. The Creeper can be armed with a variety of captured weapons. Algoryn magnetic weaponry is favoured because it is relatively robust and able to withstand exposure to the radiation from the Creeper's power unit. A captured weapon's nano-envelope will inevitably break down after a while, after which it will cease to function, but it can easily be replaced with another.



Vehicle	Ag	Acc	Str	Res	Init	Co	Special
Ghar Outcast Rebel Creeper	5	5	1	10	8	8	Large, Crawler, MOD2, Scramble Proof, Plasma Reactor

Vehicle Type: Crawler
Propulsion: Mechanically activated crawler legs
Armament: Mag light support (captured Algoryn) or mag cannon
Protection: Repurposed and reinforced composite skin + limited magnetic shielding
Special Rules: Vehicle, Large, Crawler, MOD2, Scramble Proof, Plasma Reactor, Plasma Dump (optional), Plasma Amplifier (optional)

EQUIPMENT

The Xilos campaign features several new kinds of equipment, such as Algoryn drop capsules and Support Drone Landers, as well as Kinetic Barriers. As you will see the chief purpose of these additions to our equipment range is to facilitate 'drop landing' types of scenario and point defence scenarios. Although they fulfil very specific roles in the scenarios described here, the rules have been framed sufficiently broadly to allow them to be used in further scenarios of these kinds. The Kinetic Barriers can also be used as terrain features, as they are essentially kinds of obstacles, and can be used to construct defensive camps, perimeter fencing, and outer defences for strongpoints. These are additions to the Equipment of Antarean Space section of the Antares rulebook beginning on page 110.

DROP CAPSULES

Atmospheric Descent or Drop Capsules, are used by Algoryn forces to land troops onto a defended planet when conventional transport methods are either not available or too risky. The Algoryn prefer to use these robust capsules rather than the energy-shell based hyperlight envelopes and grav-chutes commonly employed by Concord and Isorian forces. The reason for this is that the Algoryn's chief enemy is the Ghar, whose crude technologies radiate such high levels of energy that they can easily overcome nano-based enclosures and render transmat transfers impossible. Drop capsules are also used by various forces within the Determinate and by independent formations of Boromites and Freeborn. Drop Capsules come in various sizes and designs and are large enough to carry a squad of troops or a support weapon together with its crew.

- Drop capsules are used in some scenarios to deploy onto the tabletop before the game begins. The capsule has no fighting value in itself, and once positioned its main body effectively becomes a piece of solid, impassable terrain.

- A drop capsule can carry any single tactical, support or auxiliary unit, unless a scenario specifies otherwise.
- When making measurements to or from a drop capsule always measure to its main body as if it were 'closed' rather than the open 'petals'. The surrounding petal portions of the capsule that open up to allow troops to leave it are always ignored for measuring and as terrain – just imagine they are not there.
- If positioned before the game it is necessary to allow a 10" space around the capsule to allow the unit inside to deploy effectively. The scenario will specify how this is to be achieved because much depends on whether enemy troops are already deployed and how the capsules are positioned. Bear in mind this measurement is always made from the capsule's main body as noted above. See the Scenario 1: Xilos Landing on page 12 for an example of how this can be done.
- If landing during a game, any units that must be moved to make room for a capsule do so automatically, and the player whose unit is affected moves it one standard move or by whatever minimum distance is necessary to clear the landing area. A unit obliged to move in this way suffers D6 SV3 hits treated as successful shots upon the unit, representing the blast from the capsule's reaction thrusters and flying debris. Resolve these hits in the usual way and add a pin to the unit as if it had been hit where appropriate
- To land a capsule during a game the player must use the order dice for the unit it contains, the capsule is landed, and the order dice used to move the unit out of the capsule. A unit delivered by a drop capsule must be given an order to Run or Advance and moves from the capsule in the same way as a unit leaving a building, see the Antares rulebook, page 60. The unit can measure its move from any point on the capsule main body, as

*Algoryn AI Infiltration Squad
and Drop Capsules*



already noted for 'measuring' above. Once the capsule has delivered the unit it contains its main body becomes a piece of impassable scenery as already noted. The petal portions of the capsule – where it is modelled in an open mode – are ignored.

- It is left to the scenario to determine where drop capsules land. See the Scenario 1: Xilos Landing for an example of how to do this. This method is used to deploy capsules before the game, but the same system could equally well be used to land capsules during a game too.

SUPPORT DRONE LANDERS

Support drone landers are used by the Algoryn and occasionally by other forces to support drop operations. Support drone landers are modified drop capsules that carry a drone weapon and are designed to form fixed defensive positions once landed. Because they are commonly dropped onto extremely well-defended targets they are armed with advanced plasma weapons to ensure the best chance of covering the deployment of troops.

- A support drone lander is a **weapon drone** unit that is fixed into position. It cannot move once it has landed but its weapon can turn in any direction to shoot. It has stats as follows:

WEAPON DRONE UNIT						
Ag	Acc	Str	Res	Init	Co	Special
N/A - it does not move	6	1	12	8	8	Support Drone Lander, Self-Repair

- Measurements and LOS are worked out from the weapon in the same way as other weapon drones. Other measurements – where required – are worked out to the main body of the drone lander, and the petals that open to reveal the drone are ignored. This is the same as described for drop capsules.
- Support drone landers are a feature of games involving atmospheric drops and rather than allocate point values or include them in army lists it is left to the scenario to determine how many are available.
- Unless specified by the scenario itself, support drone landers can carry one of the following: plasma light support, plasma cannon, mag cannon, twin mag light support.
- If the unit is destroyed the lander model is left in position and becomes a piece of terrain in the same way as described for a drop capsule.
- Support drone landers can be positioned before a game or they can land during the game, depending on the scenario, and in either case how they are positioned is described in the scenario itself. In terms of allowing space around the landers during deployment, and moving units out of the way during a landing, the same general rules apply as to drop capsules. See the Scenario 1: Xilos Landing on page 12 for an example of how support drone landers can be used in practice.

- It is possible for support drone landers to carry ancillary equipment such as buddy drones that form part of the weapon drone unit once landed, in which case these are described as part of the scenario. See the Scenario 1: Xilos Landing for an example of how this is done.

KINETIC BARRIERS

Kinetic barriers or kinetic barricades are types of fixed kinetic energy shielding erected around defended positions to protect troops from enemy fire. These are the same kind of energy shields carried by Batter Drones, but in this case the shield is projected over a static nano-envelope and the barrier's bases include an integral power source. The base part of the barrier can be targeted and shot at, potentially destroying the power source and therefore the barrier itself. The kinetic energy shield is represented by a transparent template fastened within the base. Generally speaking, the use and deployment of kinetic barriers is something that is specific to individual scenarios, which might include specific rules as well. Except where a scenario states otherwise the following rules apply.

- A barrier base projects a vertical kinetic energy shield represented by a coloured plastic sheet. This is normally activated automatically unless stated otherwise, but can potentially be activated during a game depending upon the scenario.
- The kinetic barrier presents no impediment to sight or movement because the energy shield is either invisible or practically so, while the base part is too small to present any difficulty. LOS can be drawn through the kinetic barrier as if it were not there.
- Kinetic barriers have an inside, where the defenders are, and an outside, where the enemy are likely to be. Units can draw LOS through the barrier from the inside and suffer no penalties on account of it; they simply shoot as if it were not there. Units drawing LOS through the barrier from the outside suffer an Acc penalty of -2. When working out if a unit is affected by this penalty apply the rule where most of the shooters must draw LOS through the barrier in the same way as for a batter shield (see the Antares rulebook on page 110).
As for a batter shield, the barrier does not count as terrain for drawing LOS, and any penalties to Acc for shooting through intervening terrain and a kinetic barrier will be cumulative.
Shooters on high ground can draw LOS and shoot over a kinetic barrier on lower ground without suffering the penalty in the same way as if it were terrain.
- It is possible to shoot through two or more kinetic barriers, or through a mix of kinetic barriers, batter shields and other kinds of kinetic energy shield that have the same Acc penalty rule. All of these are types of kinetic energy shields and the same general rule applies. No matter how many kinetic energy shields a unit shoots through the penalty is always -2.
- Kinetic barriers offer no protection against hits from OH shots because the shots don't have to penetrate through the energy shield, but rather land directly on top of their target.



Kinetic barriers and plasma carbines stand between the Ghar and the C3 transmat array.

- The base elements can be targeted by enemy shooting if the shooters have LOS to any portion of the kinetic barrier. The base elements are covered by the energy shield and the -2 Acc penalty will apply assuming the shot comes from the outer side of the barrier.

A kinetic barrier base has a Res value of 12 and if it suffers damage it is destroyed and removed. Note that some sections of kinetic shielding are longer than others, but in all cases each section is treated as a single target.

SYNCHRONISER DRONE (BUDDY DRONE)

The synchroniser drone is a buddy drone that enables the combat shard of one unit to synchronise its actions with another unit within the same broad combat net. This works in the following way.

If a unit with a synchroniser drone is given an order, and if it passes any order test required, then after the unit has carried out its action the player can use the drone to try to synchronise the unit with another unit within 10" of it. If successful, this means the player can draw one of his order dice from the dice bag and give this second unit an order in the usual way, making any order test required, just as if the dice had been drawn at random. Bear in mind the 10" synchronisation distance is measured **after** the synchronising unit has made any movement resulting from its action and after resolving anything resulting from the action itself (e.g. an enemy reaction). If the synchroniser drone is lost during the unit's action it obviously won't be able to synchronise with another unit once the action is complete.

To synchronise successfully the unit must take and pass a Command test made in the standard fashion. If this test is failed then the unit fails to synchronise and there is no further effect. If successful the player chooses a friendly unit within 10" to synchronise to.

A unit can only synchronise with one unit at a time, and must make a separate test to synchronise every turn, but it can attempt to synchronise with a different unit on each occasion if the player wants.

The unit that has been synchronised to (i.e. the unit that goes next) cannot synchronise to another unit, even if it also includes a synchroniser drone. This means you can't chain units together with synchroniser drones and potentially trigger a whole series of dice draws, the synchronisation effect always stops at a single draw.

If a command unit has the Follow rule and a synchroniser drone, then it can use one or the other, but not both together. Basically, if the leader elects to use the Follow rule the unit can't use its synchroniser drone, and if the unit uses the synchroniser drone the leader can't use his Follow rule. However, a unit that has the Follow rule automatically extends its range to 10" if it also has a synchroniser drone, i.e. the synchroniser drone increases the range of the Follow rule from 5" to 10" if the player chooses to use the leader's Follow rule rather than the synchroniser drone rule.

The synchronised Order Dice is treated in all respects as if it had been drawn at random from the dice bag and is treated like any other randomly drawn dice; for example it could be 'blocked' by a block special army option.

GHAR FLITTER BOMBS (PROBES)

Ghar Flitter Bombs are an innovation of Fartok's engineers who have converted ordinary Ghar Flitters into simple flying bombs by the addition of a small disruptor charge. Like Flitters they are treated as a probe unit, although they are primitive compared to other Antarean probes. As a disruptor weapon their ability to inflict pins makes them extremely useful, although being Ghar constructions they are also notoriously unreliable and often fail to explode altogether. The rules for Flitter Bombs are as follows.



Algoryn troops deploying on Xilos surface.

- Flitters are not very fast or agile compared to regular probes, so they only move 15" at a time instead of 20".
- Flitters must move into contact with an enemy unit to have any effect in a way that is comparable to ordinary Flitters and Targeters. Work out what happens when Flitter Bombs move into touch with an enemy. Roll a D10. On the roll of a 1-5 the Flitter Bomb fails to explode; leave the model touching the enemy unit as you would a Targeter Probe for example. The Flitter Bomb might get another chance next turn if it survives that long. On a roll of 6-10 the Flitter Bomb explodes inflicting D3 hits on the unit. The first hit is allocated to the model touching the Flitter Bomb, and any remaining hits are allocated by the player whose unit has been attacked.

If a unit is attacked by two or more Flitter Bombs roll for each Flitter Bomb separately and allocate all the hits. As no Acc or Strength roll is made to score a hit, no defences that work against or in conjunction with these tests will work either.

- Ghar manufacturing standards being irregular at best, hits are resolved with a Strike value of D3. If a unit is hit by two or more Flitter Bombs at the same time roll once and apply the same Strike value to all hits. Resolve these hits as if the target had been struck in hand-to-hand fighting, applying any modifiers or special rules that would normally apply for Res tests, e.g. rerolls for leaders.
- Units hit by Flitter Bombs get no cover bonus to their Res roll both on account of the attacks being resolved as hand-to-hand combat hits and because the Flitter

Bombs carry a disruptor charge, which normally cancels out cover bonuses. See page 79 of the Antares rulebook and compare with the standard rules for disruptors.

- A non-Ghar unit that is hit by one or more Flitter Bombs takes 2 pins as a result, and takes these pins even if it is a heavily armoured target that would not normally take pins from non-damaging hits (i.e. the same as for other disruptor weaponry). Ghar units only take 1 pin being less sensitive to disruptor damage. Note that a unit takes 2 pins in total no matter how many Flitter Bombs attack it at once, and of course it only suffers pins if a Flitter Bomb explodes inflicting hits.
- If the target unit is a probe it can only make a successful Res test on a roll of 1 regardless of its Res value (i.e. same as other disruptor weapons).
- If the target includes buddy drones then the hit upon the model touching the Flitter Bomb can instead be allocated by the Ghar player to a buddy drone. This destroys it automatically. Note that this is a variant of the standard rule that allows disruptor hits to be allocated to buddy drones. Note also that the Flitter has to touch a member of the unit to make its attack, and buddy drones are not members of their unit but part of its equipment, hence we need to add this rule to enable Flitters to take out buddy drones in a comparable way to other disruptor weapons.
- Flitter Bombs enjoy the same benefit as other Flitters when it comes to the effects of advanced technology, namely that they are Scramble Proof as explained on page 137 of the Antares rulebook.

CREATURES

The Battle for Xilos introduces the first intelligent alien species of Antarean space: the Tsan Ra. The Tsan Ra are just one of the many alien species that co-exist as part of the larger Concord and Isorian societies. The Tsan Ra troopers are a unit option within the Isorian forces and you can find the unit entries at the end of this section on page 82. This entry for Tsan Ra adds to the Creatures of Antarean Space section of the Antares rulebook beginning on page 126.

TSAN RA

During the Isor-Tsan Kiri War these two implacable enemies fought over possession of solar systems that lay between their respective home worlds. This was the largest and most destructive war known to have been fought between two species within the confines of space-time. When that war finally ended, the Tsan-Kiri abandoned their world and disappeared. Where they went to not even the Isorians could guess, for their advanced space-drives were now operating at the very boundaries of their range. The homeworld of the Tsan Kiri had been deliberately razed by its former inhabitants so that not one living thing remained. Its atmosphere was blasted into space, its land masses turned to molten magma, its oceans boiled away, and nothing but a blackened husk remained. The Isorians would learn nothing of their enemies from the charred remains of their world, which was no doubt as the Tsan Kiri intended.

However, despite Tsan Kiri intentions and thanks to the unanticipated meld between Isorian nanite driven IMTel technology and Tsan Kiri bio-silicate spore interfaces, the Isorians came to understand much about the scientific achievements of the Tsan Kiri. However, it was not until the discovery of an intact hatchery upon the moon of a former Tsan Kiri colony that the Isorians gained the opportunity to study the living Tsan Kiri themselves. The creatures hatched and subsequently raised were – of course – biologically a form of the silicate creature the Isorians called the Tsan Kiri. At the same time these were creatures born into the shard of the Isorian Senatex. Because the Isorian IMTel had already absorbed data from Tsan Kiri bio-spores, the melded nanosphere was perfectly adapted to interface with the new hatchlings. The creatures effectively became part of the Isorian shard in the same way as the human populations of the Senatex. In a strange way the Tsan Kiri were reborn not as enemies but as part of the Isorian shard itself. To distinguish them from the Isorian's former enemies the new human-influenced race became known as the Tsan Ra – or

Tsan Reborn – although they are more commonly called Tsan in everyday speech.

However, the moon where the Tsan were discovered and which they were to recolonise, was not part of the Antarean nexus and lay more than twenty light years from Isor itself. Today that world, with its mixed population of humans and Tsan, is called Djarn. It remains part of the Isorian's spatial domain in local space-time, and Tsan travel from world to world within it much as humans do themselves. Tsan are sometimes to be found among the Antarean travellers from Isor, and among the armed forces of the Senatex. The physical prowess of the Tsan makes them effective troopers in countless combat situations. Their psychological make-up is in many ways more compatible with the business of waging war than is that of Isor's human population.

Tsan Species	Ag	Acc	Str	Res	Init	Co	Special
Tsan Ra	5	5	7	6	7	7	Large

Special Rules:

Large. A Tsan Ra is classed as large.

Tsan Ra have comparable Agility and Accuracy stats to humans but are naturally more robust with a Strength of 7 and Resist of 6. In Senatex military service they wear phase armour, boosting their Res value to 6(8) which makes them superior to human troops one-on-one. When it comes to Initiative and Command Tsan Ra are comparable to humans, and those who join the Senatex forces will usually have enhanced Command values in the same way as humans. Their physical size is considerable and their upright shape makes it far more difficult for them to take cover or move in restricted spaces, and we therefore rate them as large. These same properties enable them to carry a larger and heavier weapon than human troopers, and this is the plasma duocarbine or 'duocarb' as described on page 74.

Tsan Ra Phase Squad



ARMY LIST UPDATES

This final section of our add-ons for the Antares game consists of additions to the existing army lists for Isorian, Algoryn, and Freeborn plus a general addition for the new Synchroniser Drone. The new weaponry and troop types for the Ghar rebels are included in the entirely new army list for Fartok's Outcast Rebels.



ISORIAN ARMY LIST (PAGE 179 OF THE ANTARES RULEBOOK)

The following new entries for the Isorian army list are Tactical options.

ISORIAN PULSE BIKE COMMAND SQUAD

Mounted Command Unit

Points Value: 168

Limited Choice

Special: You can only include more than one Pulse Bike Squad in your force if you also include a Pulse Bike Command Squad.

Unit: Pulse Bike Command Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Pulse Bike Commander: plasma carbine, phase armour with HL booster, Pulse Bike with twin plasma carbines	5	5	5	5(8)	7	9	Command, Follow, Leader 2, Fast, Large
2 x Pulse Bike troopers: plasma carbine, phase armour with HL booster, Pulse Bike with twin plasma carbines	5	5	5	5(8)	7	8	Fast, Large

Options

- Upgrade Commander to Leader 3 @10 pts
- Include Spotter Drone in unit @10pts
- Include Compactor Drone in unit @5pts **OR**
- Include Compactor Drone with compacted plasma cannon in unit @25pts
- Exchange any or all twin plasma carbines for plasma lance @2pts each

ISORIAN PULSE BIKE SQUADS

Mounted Unit

Points Value: 136

Special: You can only include more than one Pulse Bike Squad in your force if you also include a Pulse Bike Command Squad.

Unit: Pulse Bike Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Pulse Bike Leader: plasma carbine, phase armour with HL booster, Pulse Bike with twin plasma carbines	5	5	5	5(8)	7	8	Leader, Fast, Large
2 x Pulse Bike troopers: plasma carbine, phase armour with HL booster, Pulse Bike with twin plasma carbines	5	5	5	5(8)	7	8	Fast, Large

Options

- Upgrade Leader to Leader 2 @10 pts
- Include Spotter Drone in unit @10pts
- Include Compactor Drone in unit @5pts **OR**
- Include Compactor Drone with compacted plasma cannon @25pts
- Exchange any or all twin plasma carbines for plasma lance @2pts each

TSAN RA PHASE SQUAD

Infantry Unit

Points Value: 93

Special: The army cannot include more Tsan Ra Phase Squads than Isorian Senatex Phase Squads.

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

Options

- Include Spotter Drone in unit @10pts
- Include Synchroniser Drone in unit @20pts
- Add up to two Tsan Troopers to unit @27pts each
- Give leader Slingnet ammo @5pts
- Give unit plasma grenades @2pts per model
- Upgrade Leader to Leader 2 @10pts

SYNCHRONISER DRONES

This is an additional buddy drone type that can be included as an option for the following armies and units. The units indicated can include a single synchroniser drone at a cost of 20 pts.

Concord: C3 Strike Command Squad, C3 Drop Command Squad, C3 Strike Squads, C3 Drop Squads, C3D1 Light Support Drone, C3D2 Medium Support Drone, C3D1/GP Light General Purpose Drone

Algoryn: AI Command Squad, AI Assault Command Squad, AI Squads, AI Assault Squads, AI Infiltration Squads

Isorian: Senatex Command Squad, Senatex Phase Squads, Nhamak SC Light Support Drone, Andhak SC2 Medium Support Drone. Note that Tsan units already have these included in the new entry for Tsan Phase Squads

Boromites: Overseer Squad, Matriarch, Rock Father

Freeborn: Freeborn Command Squad, Vardanari Squad, Light General Purpose Drone



ALGORYN ARMY LIST (PAGE 172 OF THE ANTARES RULEBOOK)

The following new entry for the Algoryn army list is a Support option.

AI SUPPORT TEAM WITH COMPRESSION CANNON

Weapon Team Unit	Points Value: 78						Limited Choice
Unit: AI Compression Cannon Team	Ag	Acc	Str	Res	Init	Co	Special
2 x AI Trooper Crew: mag pistol, reflex armour	5	5	5	6(7)	7	8	–
Options							
• Include Spotter Drone in unit @10pts	• Add one AI Trooper Crew to unit @14pts			• Give crewmen mag guns or mag repeaters instead of pistols @3pts per model			
• Promote one crew member to Leader @10pts							

The following new entry for the Algoryn army list is a Strategic option.

AI HEAVY SUPPORT TEAM WITH COMPRESSION BOMBARD

Weapon Team Unit	Points Value: 142						Limited Choice
Unit: AI Compression Bombard Team	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	–	–	–	–	–	–	–
Options							
• Include Spotter Drone in unit @10pts	• Promote one crew member to Leader @10pts			• Give crewmen mag guns or mag repeaters instead of pistols @3pts per model			
• Include Batter Drone in unit @20pts	• Add one AI Trooper Crew to unit @14pts						



FREEBORN ARMY LIST (PAGE 190 OF THE ANTARES RULEBOOK)

The following new entry for the Freeborn army list is a Strategic option.

FREEBORN SPECIALIST HEAVY SUPPORT TEAM WITH COMPRESSION BOMBARD

Weapon Team Unit	Points Value: 136						Limited Choice
Unit: Freeborn Heavy Support Team with Compression Bombard	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	–	–	–	–	–	–	–
Options							
• Include additional Spotter Drone in unit @10pts	• Promote one crew member to Leader @10pts			• Give unit mag guns instead of mag pistols @3pts per model			
• Include Batter Drone in unit @20pts	• Add one crew to unit @12pts			• Give unit impact cloaks @1pt per model			

Army Lists

The Battle for Xilos includes one new army list, Ghar Outcast Rebels, and two variations of existing lists, Freeborn Adventurers and Boromite Clan.

GHAR OUTCAST REBELS

The Outcast Rebel list is a full list that provides us with a further army choice for fans of the Ghar. The list utilises all of the chief components of the main Ghar list, but with the addition of rebel fighters, new hybrid weapon teams, repurposed vehicles and innovations such as the deadly flitter bombs. The Ghar Outcasts make use of Ghar equipment when they can get it, including battle armour, so any player who already has Ghar forces will be able to make use of his existing units in an Outcast Rebel army. In many respects the rebels display a greater degree of flexibility in their forces and tactics than do their adversaries in the Ghar Empire. Unlike with conventional Ghar armies, the army selector makes this a big force in terms of the number of units, with troops such as the regular Ghar Battle Squads and Assault Squads now fulfilling a supporting role.

Rebel Rule

The Rebel rule is a new special rule for units along the lines of the other special rules on page 133 of the Antares rulebook. It replaces the Outcast rule in the main Ghar list, because in an Outcast Rebel army the Outcasts are running the show! The rule is generally only applied to infantry units on foot, which is not to suggest that the rest of the army are not 'rebels' – they certainly are – but only that the Rebel rule is broadly applicable only to troops of this type.

If a Ghar Outcast Rebel unit has the Rebel rule and if there is another friendly unit with the Rebel rule within 5", then it can completely ignore one pin for all rules purposes. E.g. the -1 modifiers to Acc, Com, and Init do not apply, the pin does not count towards the unit's automatic break value, and the pin does not prevent a unit joining with a Follow order. Just discount the pin while another unit with the Rebel rule is within 5". So, a unit with 3 pins would count as having 2, and unit with 2 would count as having 1 and so on.

Bear in mind that only one pin can be ignored in this way no matter how many other rebel units are within 5", and that the full effects of the pin apply instantly if there are no other rebel units within 5". The effect of this rule is to encourage rebel units to fight as a mass, drawing confidence from the near presence of their fellows.

Wrecking Squads

The Outcast Rebels are very short of fighting machines and any Wrecker vehicles they capture are quickly rebuilt by

Fartok's enterprising engineers to serve as Scutters. In the Outcast Rebel army this function is served by Wrecking Squads on foot carrying mechanical grabbers – powerful assisted grabbers that can cut, pull apart, or pick up heavy objects in the same way as the larger Ghar Grabber (page 124 of the Antares rulebook).

The unit is treated the same way as a Wrecker vehicle equipped with a Grabber and the same rules apply, although the prohibition against helping Ghar Outcast units should be read as applying to Outcast Rebel infantry units on foot rather than the entire rebel army! Basically, the Grabber rules can be used to assist any unit in battle armour, any Scutter unit, and any vehicles. Aside from assisting other units, the chief advantage of carrying a mechanical grabber is that it confers a trooper with massive strength; a considerable advantage at close quarters, making Wrecking Squads one of the few Outcast Rebel units capable of fighting other troops hand-to-hand.



FREEBORN ADVENTURERS

The Freeborn Adventurers list is a sub-set of the main Freeborn list designed to represent the crew of the *Nebula* led by Amano Harran. Although the backstory to the Xilos campaign involves only these Freeborn, players are more than welcome to use the main Freeborn army list to field armies in the Xilos campaign if they prefer to do so.

The other purpose of the Freeborn Adventurers is to provide a short generalised list to represent small, professional bands or a company led by a mercenary captain. This gives us a list which we can use in conjunction with the Mercenary Fighters rules in the Xilos campaign, and which can be extended to any games to provide mercenary units if players wish. See the Mercenary Fighters rules on page 68 for more about how this works.

The list itself contains no new troop types as such, although it does include some variant options and a revised selector. As a roving band of adventurers it lacks strategic assets entirely and is based around infantry and weapon teams. It does not include feral troops – such units being the stuff of larger mercantile traders and arms dealers rather than adventurer bands. Although players might wish to make use of the Amano Harran character in the Xilos campaign, to make sure the list has wider application we've constructed it with its own Command squad in the usual way for Freeborn armies.

BOROMITE CLAN

The Boromite Clan list is a sub-set of the main Boromite list designed to represent Clan Gestalin led by Arran Gestalin. Although the backstory to the Xilos campaign involves only these Boromites, players are more than welcome to use the main Boromite army list to field armies in the Xilos campaign if they prefer to do so.

The other purpose of the Boromite Clan list is to provide a short generalised list to represent small clans or families of itinerant Boromite labourers and fighters. This gives us a list which we can use in conjunction with the Mercenary Fighters rules in the Xilos campaign, and which can be extended to any games to provide mercenary units if players wish. See the Mercenary Fighters rules on page 68 for more about how this works.

As with the Freeborn Adventurers the list itself contains no new troop types as such, although it does include some variant options and a revised selector. As itinerant work gangs the list lacks strategic assets and is based around infantry and weapon teams with a strong emphasis on mining and engineering units. Although players might wish to make use of the Arran Gestalin character in the Xilos campaign, to make sure the list has wider application we've constructed it with its own Rock Father command unit, such small bands being more typically led by renegades or recalcitrant male Boromites rather than Matriarchs (Arran Gestalin being something of an exception).



Freeborn and Boromites fight over the higher ground.

GHAR OUTCAST REBEL ARMY

This is a new army list for the Antares game. It represents the forces of the rebel Ghar leader Fartok as they stand at the time of the fighting on Xilos. The army is built around a core of freed slaves – outcasts – but their role is quite different from that of outcasts in the Ghar Empire’s own armies. These ‘free’ outcast rebels are troops with a genuine fighting role. They are relatively well equipped, often making use of weaponry captured from other human forces. Many are battle-hardened troops, competently led, and determined.

Ghar Empire armies are armed by the armaments factories of their home world Gharon, but the rebels must rely on what they can capture, repair or fabricate using the modest resources available to them. This has resulted in a force with a wide variety of troops and equipment, at least compared to the relatively homogenous armies of the Ghar Empire. Most significantly, it means that a rebel army is fundamentally an army of ordinary outcast infantry supported by a lesser number of machines including refurbished battle armour and captured crawler vehicles. In broad terms it is what is sometimes called a ‘horde’ army, which is to say a relatively large army made up of numerous low-value units.

Although many rebels are little better equipped than outcasts in the Ghar Empire’s forces, most soon acquire the basic gear they need to fight effectively. More and better weapons are very welcome of course, but even more important are the simple protective visors and enveloping clothes that make existence more bearable for Ghar. Ghar are otherwise poorly

suited to life in the open air and bright daylight, but the rebel army has demonstrated that it is possible for Ghar to adapt and endure such horrors. This adaptation is reflected by the inclusion of the special **Rebel** rule rather than the Outcast rule given to outcasts in the Ghar Empire army. For **Rebel special rule** see page 84.



The core of Fartok’s rebel army is the Black Guard comprising the most experienced and loyal of his fighters. This is mostly made up of veterans of Fartok’s Battlegroup Nine, although as the rebellion has gathered pace the Black Guard has grown with the addition of many other seasoned warriors freed by the rebel army. The rebel army is itself growing so large that Fartok has divided his forces into several smaller commands, each under the eye of a trusted rebel leader. It is not yet certain whether Fartok has established permanent planetary bases, although this seems likely. Most rebel action takes place in space, in the form of attacks upon Ghar and other convoys, and raids upon Ghar outposts, often with the express purpose of freeing slaves. The rebel fleets pose a threat not only to the ships of the Ghar Empire but to all those traversing the western Determinate.

ARMY SPECIAL RULE – DISTORT DICE

The Ghar Outcast Rebel army has the same special Distort Dice rule as a regular Ghar army. This is repeated here for ease of reference together with a few additional notes.

You will need an order dice that is a different colour from both the Outcast Rebel player’s own order dice and those of his opponent. This is the ‘distort dice’ and when it is drawn it triggers a distort effect. You don’t have to use an ‘order dice’ for this, you could use any six sided dice, but it helps to do so as that way the dice will feel no different from the others during the draw.

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 unit that is awaiting an order a Down order where this is possible. 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.

If the distort dice is drawn last out of the dice bag in one turn, it will affect the first draw in the following turn. If this

is also a distort dice then the initial distort dice is ignored and the distort affects the next order dice drawn as it normally would.

Note that the distort dice can affect either side, and the player whose force has been affected can choose which 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 where this is not possible the distort dice has no effect, e.g. if the only unit awaiting orders is a probe unit which can only be given a run order.

Where two Ghar armies are fighting each other, for example a Ghar Empire force is fighting an Outcast Rebel force, use one distort dice if the forces are 1000pts (Combat Force) or smaller. If the forces are larger, use one distort dice by default, but the players can mutually agree to add a second distort dice if they prefer.

Note that a narrative type scenario might specify the number of distort dice or include conditions regarding how and when they are added to the mix. For example, our Scenario 3: Exploration has an ‘extreme distort’ rule that calls for a second distort dice to be added after the first turn. See page 29.

GHAR OUTCAST FORCE SELECTOR

Force Size	Points Value	Combat Level			
		Tactical	Support	Strategic	Auxiliary
Scouting Force	500	4-10	0-1	0	0-1
Skirmish Force	750	4-12	0-3	0	0-1
Combat Force	1,000	5-15	1-5	0-1	0-2
Battle Force	1,250	5-16	2-6	0-2	0-2
Offensive Force	1,500	6-17	3-8	0-3	0-3
Invasion Force	1,750	6-17	3-9	0-4	0-3
Conquest Force	2,000	6-18	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

OUTCAST REBEL COMMAND SQUAD

Infantry Command Unit

Points Value: 73

Unit: Ghar Outcast Command

1 x Ghar Outcast Rebel Commander: mag gun, reflex armour

2 x Outcast Rebels: mag gun, reflex armour

Ag	Acc	Str	Res	Init	Co	Special
6	5	3	4(5)	7	7	Leader, Hero, Command, Follow, Rebel
6	5	3	4(5)	7	7	Rebel

Options

- Upgrade Leader to Leader 2 @ 10pts
- Upgrade Leader to Leader 3 @ 20pts
- Include up to two additional Outcast Rebels @ 11pts each
- Give unit maglashes @ 2pts per model
- Give unit plasma grenades @ 2pts per model



OUTCAST REBEL COMMANDER IN BATTLE ARMOUR

Infantry Command Unit

Points Value: 102

Special: Regardless of its size an Outcast Rebel force cannot include more than one Outcast Rebel Commander in Battle Armour

Unit: Ghar Infantry Command

1 x Ghar Commander: scourer cannon, battle armour

0 x Ghar Troopers: scourer cannon

Ag	Acc	Str	Res	Init	Co	Special
3	5	10	4(12)	8	9	Command, Follow, Leader 2, Large, Scramble Proof, Plasma Reactor
3	5	10	4(12)	7	7	Large, Scramble Proof, Plasma Reactor

Options

- Add up to two Ghar Troopers to unit @ 60pts each
- Upgrade Commander to Leader 3 @ 10 pts
- Upgrade Leader 3 to High Commander @ 10pts
- Give any or all models plasma claw @ 5pts each
- Give unit Plasma Dump @ 5pts per model
- Give unit Plasma Amplifier @ 10pts per model

OUTCAST REBEL BLACK GUARD

Infantry Unit

Points Value: 61

Unit: Outcast Rebel Black Guard	Ag	Acc	Str	Res	Init	Co	Special
1 x Outcast Rebel Leader: mag gun, reflex armour	6	5	3	4(5)	7	7	Leader, Rebel
5 x Outcast Rebels: mag gun, reflex armour	6	5	3	4(5)	6	6	Rebel

Options

- Include up to six additional Outcast Rebels @8pts each
- Upgrade Leader to Leader 2 @10pts
- Give Leader plasma carbine instead of mag gun @3pts
- Give unit plasma grenades @2pts per model
- Give unit maglashes @2pts per model
- Give one rebel trooper a plasma lance instead of mag gun @6pts
- Give one rebel trooper a micro-X launcher instead of mag gun @Free



OUTCAST REBEL SQUAD

Infantry Unit

Points Value: 49

Unit: Ghar Outcasts	Ag	Acc	Str	Res	Init	Co	Special
1 x Outcast Rebel Leader: lugger gun	6	5	3	4	7	7	Leader, Rebel
5 x Ghar Outcasts Rebels: lugger gun	6	5	3	4	6	6	Rebel
0 x Outcast Rebel Disruptor Cannon Weapon Team with 2 Crew	6	5	3	4	6	6	Rebel

Options

- Include up to six additional Outcast Rebels @6pts each
- Include one disruptor cannon with two crew @26pts
- Upgrade Leader to Leader 2 @10pts
- Give unit plasma grenades @2pts per model
- Give unit mag guns instead of luggers @1pt per model
- Give unit reflex armour @2pts per model (increasing Res to 5)

OUTCAST REBEL DISRUPTOR CANNON TEAM

Weapon Team Unit

Points Value: 26

Unit: Outcast Rebels with Disruptor Cannon	Ag	Acc	Str	Res	Init	Co	Special
2 x Outcast Rebel Crew	6	5	3	4	6	6	Rebel
0 x Outcast Rebel Leader	6	5	3	4	7	7	Leader, Rebel

Options

- Add up to two Outcast Rebel Crew @5pts each
- Add Outcast Rebel Leader @10pts
- Upgrade Leader to Leader 2 @10pts
- Give all crew and leader reflex armour @2pts per model (increasing Res to 5)

OUTCAST REBEL MAG LIGHT SUPPORT TEAM

Weapon Team Unit

Points Value: 26

Unit: Outcast Rebels with Mag Light Support	Ag	Acc	Str	Res	Init	Co	Special
2 x Outcast Rebel Crew	6	5	3	4	6	6	Rebel
0 x Outcast Rebel Leader	6	5	3	4	7	7	Leader, Rebel

Options

- Add up to two Outcast Rebel Crew @5pts each
- Add Outcast Rebel Leader @10pts
- Upgrade Leader to Leader 2 @10pts
- Give all crew and leader reflex armour @2pts per model (increasing Res to 5)

OUTCAST REBEL MAG CANNON TEAM

Weapon Team Unit

Points Value: 36

Unit: Outcast Rebels with Mag Cannon	Ag	Acc	Str	Res	Init	Co	Special
2 x Outcast Rebel Crew	6	5	3	4	6	6	Rebel
0 x Outcast Rebel Leader	6	5	3	4	7	7	Leader, Rebel

Options

- Add up to two Outcast Rebel Crew @5pts each
- Upgrade Leader to Leader 2 @10pts
- Give all crew and leader reflex armour @2pts per model (increasing Res to 5)
- Add Outcast Rebel Leader @10pts

OUTCAST REBEL QUAD MAG REPEATER TEAM

Weapon Team Unit

Points Value: 26

Unit: Outcast Rebels with Quad Mag Repeater	Ag	Acc	Str	Res	Init	Co	Special
2 x Outcast Rebel Crew	6	5	3	4	6	6	Rebel
0 x Outcast Rebel Leader	6	5	3	4	7	7	Leader, Rebel

Options

- Add up to two Outcast Rebel Crew @5pts each
- Upgrade Leader to Leader 2 @10pts
- Give all crew and leader reflex armour @2pts per model (increasing Res to 5)
- Add Outcast Rebel Leader @10pts

SUPPORT

OUTCAST REBEL BATTLE SQUAD

Infantry Unit

Points Value: 184

Limited Choice

Unit: Outcast Rebel Battle Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Ghar Leader: scourer cannon	3	5	10	4(12)	8	8	Leader, Large, Scramble Proof, Plasma Reactor
2 x Ghar Troopers: scourer cannon	3	5	10	4(12)	7	7	Large, Scramble Proof, Plasma Reactor

Options

- Add up to two Ghar Troopers to unit @60pts each
- Upgrade Leader to Leader 3 @20pts
- Give unit Plasma Amplifier @10pts per model
- Upgrade Leader to Leader 2 @10pts
- Give unit Plasma Dump @5pts per model

OUTCAST REBEL ASSAULT SQUAD

Infantry Unit

Points Value: 184

Limited Choice

Unit: Outcast Rebel Assault Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Ghar Leader: gouger, plasma claw, disruptor discharger	3	5	10	4(12)	8	8	Leader, Large, Scramble Proof, Plasma Reactor
2 x Ghar Troopers: gouger, plasma claw, disruptor discharger	3	5	10	4(12)	7	7	Large, Scramble Proof, Plasma Reactor

Options

- Add up to two Ghar Troopers to unit @60pts each
- Upgrade Leader to Leader 3 @20pts
- Give unit Plasma Amplifier @10pts per model
- Upgrade Leader to Leader 2 @10pts
- Give unit Plasma Dump @5pts per model

GHAR REBEL BOMBER SQUAD

Infantry Unit/Mixed Infantry+Mount

Points Value: 127

Limited Choice

Unit: Ghar Bomber Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Ghar Leader: scourer cannon	3	5	10	4(12)	8	8	Leader, Large, Scramble Proof, Plasma Reactor
1 x Ghar Bomb Trooper: disruptor bomber	3	5	10	4(12)	7	7	Large, Scramble Proof, Plasma Reactor
0 x Ghar Troopers: scourer cannon	3	5	10	4(12)	7	7	Large, Scramble Proof, Plasma Reactor
0 x Ghar Scutters: scourer cannon, bomb feeder	3	5	1	4(10)	7	7	Large, Crawler, Scramble Proof, Plasma Reactor

Options

- Add up to two Ghar Troopers to unit @60pts each
- Upgrade Leader to Leader 2 @10pts
- Give unit Plasma Dump @5pts per model
- Add up to one Scutter to unit @26pts
- Upgrade Leader to Leader 3 @20pts
- Give unit Plasma Amplifier @10pts per model

OUTCAST REBEL CREEPER

<i>Vehicle Unit</i>	<i>Points Value: 88</i>						Limited Choice	
Unit: Outcast Rebel Creeper	Ag	Acc	Str	Res	Init	Co	Special	
Outcast Rebel Creeper with Mag Light Support	5	5	1	10	8	8	Large, Crawler, MOD ₂ , Scramble Proof, Plasma Reactor	
Options								
• Add up to two further Creepers to make a unit of two or three vehicles @88pts each		• Give any or all Creepers mag cannon instead of mag light support @10pts per model			• Give unit Plasma Amplifiers @10pts per model (boosting unit to MOD ₃)			• Give unit Plasma Dump @5pts per model

OUTCAST REBEL ATTACK SCUTTERS

<i>Mounted Unit</i>	<i>Points Value: 88</i>						Limited Choice
Unit: Outcast Rebel Scutters	Ag	Acc	Str	Res	Init	Co	Special
1 x Ghar Scutter Leader: scourer cannon	5	5	1	4(10)	8	8	Leader, Large, Crawler, Scramble Proof, Plasma Reactor
2 x Ghar Scutters: scourer cannon	5	5	1	4(10)	7	7	Large, Crawler, Scramble Proof, Plasma Reactor
Options							
• Add up to one Scutter to unit @26pts		• Give unit Plasma Dump @5pts per model			• Give unit Plasma Amplifier @10pts per model		

STRATEGIC

OUTCAST REBEL COMMAND CRAWLER

<i>Vehicle Command Unit</i>	<i>Points Value: 243</i>						Limited Choice	
Unit: Ghar Command Crawler	Ag	Acc	Str	Res	Init	Co	Special	
1 x Ghar Commander: Command Crawler, 2x scourer cannon	5	5	10	13	8	9	Command, Follow, Leader 2, Large, Crawler, MOD ₂ , Scramble Proof, Plasma Reactor	
Options								
• Upgrade Commander to Leader 3 @10 pts		• Give unit Plasma Dump @5pts			• Give unit Plasma Amplifier @10pts			• Upgrade Leader 3 to High Commander @10pts

OUTCAST REBEL BOMBARDMENT CRAWLER

<i>Vehicle Unit/Mixed Vehicle+Mounts</i>	<i>Points Value: 256</i>						Limited Choice
Unit: Ghar Heavy Crawler	Ag	Acc	Str	Res	Init	Co	Special
1 x Ghar Bombardment Crawler: 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: scourer cannon, bomb feeder	3	5	1	4(10)	7	7	Large, Crawler, Scramble Proof, Plasma Reactor
Options							
• Add up to three Scutters to unit @26pts		• Give unit Plasma Dump @5pts per model			• Give unit Plasma Amplifier @10pts per model		

OUTCAST REBEL ATTACK CRAWLER

<i>Vehicle Unit</i>	<i>Points Value: 186</i>						Limited Choice	
Unit: Ghar Attack Crawler	Ag	Acc	Str	Res	Init	Co	Special	
1 x Ghar Attack Crawler: 2 x mag light support	3	5	10	13	8	9	MOD 2, Large, Crawler, Scramble Proof, Plasma Reactor	
Options								
• Give unit Plasma Dump @5pts		• Replace mag light support with mag cannon @10pts each			• Replace mag light support with quad mag repeater @14pts each			• Give unit Plasma Amplifier @10pts

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	Leader, Rebel, Shard

Options

- Add up to two Scouts to unit @5pts each

WRECKING SQUAD

Infantry Unit

Points Value: 55

Unit: Outcast Rebel Wrecking Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Outcast Rebel Leader: Ghar grabber, mag gun, reflex armour	6	5	7	4(5)	7	7	Leader, Rebel
2 x Outcast Rebels: Ghar grabber, mag gun, reflex armour	6	5	7	4(5)	7	7	–

Options

- Add up to two Outcast Rebels @15pts each

FLITTERS

Probe Unit

Points Value: 20

Unit: Ghar Mechanical 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

FLITTER BOMBS

Probe Unit

Points Value: 40

Unit: Ghar Flitters	Ag	Acc	Str	Res	Init	Co	Special
4 x Flitter Bombs	–	–	–	3	–	–	Shard, Scramble Proof

Options

- Add up to 2 Flitter Bombs to unit @10pts each



Black Guard troops explore the underground tunnels of Xilos.

FREEBORN ADVENTURERS

The Freeborn Adventurers is a sub-set of the main Freeborn list designed to represent the crew of the *Nebula* led by Amano Harran in the Xilos campaign. It is also intended to provide a short generalised list to represent small, professional mercenary bands or a company led by a mercenary captain. As such the list can be used to provide mercenary fighters for other lists as described in the Incorporating Allies section on page 65.

Note that although the list contains no units that are entirely new, it does add a weapon drone as an auxiliary choice, and being designed for smaller forces it does away with the normal limited choice category in favour of basic restrictions.

If you wish to include the character Amano Harran in your force see the separate entry on page 113. Amano Harran substitutes for the force's Command Squad.



FREEBORN ADVENTURERS 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	5-9	1-5	0-1	0-2

• You can spend up to 10% of your points on Army Options

Because of the nature of the list the Force Selector stops at a Combat force of 1000pts and players wishing to field a larger force are directed towards the full Freeborn list in the Antares rulebook.

TACTICAL

FREEBORN COMMAND SQUAD

Infantry Command Unit

Points Value: 111

Special: A Freeborn Adventurers force **must** include one Command Squad and **cannot** include more (i.e. it must include either a Freeborn Command Squad or Skyraider Command Squad but cannot include both.)

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 pistol, plasma carbine, reflex armour, impact cloak	5	6	5	5(6)	7	8	—

Options

- Include Spotter Drone in unit @10pts
- Include Medi-Drone in unit @20pts
- Give unit up to two Gun Drones with Plasma Carbines @14pts each
- Add up to 4 Bodyguard to unit @21pts each
- Upgrade Leader 2 to Leader 3 @10pts
- Give unit plasma grenades @2pts per model
- Give unit hyper-light armour instead of reflex armour/ impact cloaks @1pt per model
- Give unit phase armour instead of reflex armour/impact cloaks @1pt per model
- Give the Captain a compression carbine @8pts
- Give the Captain a plasma carbine @8pts
- Give all Bodyguard compression carbines instead of plasma carbines @Free
- Include HL Booster Drone in unit @20pts
- Include Batter Drone in unit @20pts
- Include Synchroniser Drone in unit @20pts
- Include up to two Shield Drones in unit @10pts each



The Freeborn are great mercantile powers whose craft ply the Antarean universe in search of its many and diverse riches. Raw materials, goods, technology and information are all valuable in their way, and so are the services of mercenary fighters. It is not just the countless worlds of the Determinate that hire troops to conduct wars, defend their borders, and attack their enemies, but even the vastly powerful machine-driven societies of the Concord and Senatex. The range, size, and potency of mercenaries is itself considerable: from entire armies of a Freeborn House fighting under their own commanders all the way down to itinerant warriors looking to sign up to fight in the latest warzone.

Perhaps the most interesting of these warriors-for-hire are the roaming Freeborn adventurer-captains who live on the fringes of Freeborn society. Although most belong within one of the established Households they are essentially free agents, exploring Antarean space and searching for new worlds and whatever technical resources they can exploit.

Most command a single ship, or perhaps two or three at most, and their companions form its crew as well as the warband's fighting force. Their travels frequently take them away from their Household for years if not decades at a time, and often they become independent by default, turning their back upon their origins and making a life for themselves upon the Antarean frontiers. Some turn to what is effectively piracy or brigandage, others become traders or explorers, but many find themselves drawn into local conflicts for one reason or another. Some fight purely for material gain but many more because they come to feel a close affinity with the people of the worlds they come to inhabit. Those who take to this kind of life often come from the higher echelons of Freeborn society, whose families own spacecraft and have the necessary resources to outfit an exploration team. Others were once ordinary Freeborn lucky enough to strike it rich during some mercenary expedition, choosing to invest their hard-earned plunder into a spacecraft of their own.

VARDANARI SQUAD (GUARDS)

Infantry Unit

Points Value: 124

Unit: Vardanari Squad

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

Options

- Include Spotter Drone in unit @10pts
- Include HL Booster Drone in unit @20pts
- Include Synchroniser Drone in unit @20pts
- Add up to two Guard Troopers to unit @19pts each
- Upgrade Leader to Leader 2 @10 points
- Give Leader X-sling @2pts
- 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 two 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

SUPPORT

SKYRAIDER COMMAND SQUAD

Mounted Command Unit

Points Value: 164

Special: A Freeborn Adventurers force **must** include one Command Squad and **cannot** include more (i.e. it must include either a Freeborn Command Squad or Skyraider Command Squad but cannot include both.) In addition a force cannot include more than one Skyraider Squad unless it includes a Skyraiders Command Squad.

Unit: Skyraider Command Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Skyraider Leader: 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 one twin mag repeater for plasma lance @Free
- Exchange one twin mag repeater for mag light support @Free

SKYRAIDER SQUAD

Mounted Unit

Points Value: 121

Special: A force cannot include more than one Skyraider Squad unless it also includes a Skyraider Command Squad.

Unit: Skyraider Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Skyraider Leader: mag gun, reflex armour & 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 one twin mag repeater for plasma lance @Free
- Exchange one twin mag repeater for mag light support @Free



FREEBORN SUPPORT TEAM

Weapon Team Unit

Points Value: 34

Unit: Freeborn Mag Light Support Team	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
- compression cannon @40pts
- Give X-launcher any of the following munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each **OR** 15pts for all
- fractal cannon @40pts
- plasma cannon @35 pts
- plasma light support @30 pts
- X-launcher @Free

Options

- Include Spotter Drone in unit @10pts
- Include Batter Drone in unit @20pts
- Add one crew member to unit @12pts
- Promote one crew member to Leader @10pts
- Give unit impact cloaks @2pts per model

STRATEGIC

FREEBORN HEAVY SUPPORT TEAM

Weapon Team Unit

Points Value: 61

Unit: Freeborn Mag Heavy Support Team	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 rearmed with any of the following heavy support weapons at the point cost shown.

- heavy mag cannon @10pts
- X-howitzer @10pts
- mag mortar @10pts
- plasma bombard @ 20pts
- fractal bombard @ 35pts
- 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 one crew member to unit @12pts
- Promote one crew member to Leader @10pts
- Give crew mag guns instead of mag pistols @3pts per model
- Give unit impact cloaks @1pt per model

AUXILIARY

TARGETER PROBE SHARD

Probe Unit

Points Value: 20

Special: A Targeter Probe Shard can only be included as a mercenary unit if a mercenary Command Squad or Skyraider Command Squad is also included.

Unit: Targeter Probe	Ag	Acc	Str	Res	Init	Co	Special
4 x Targeter Probes	-	-	-	5	-	-	Shard

Options

- Add up to 2 Targeter Probes to unit @5pts each

LIGHT GENERAL PURPOSE DRONE

Weapon Drone Unit

Points Value: 20

Special: A Light General Purpose Drone can only be included as a mercenary unit if a mercenary Command Squad or Skyraider Command Squad is also included.

Unit: Light 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
- Include Synchroniser Drone in unit @20pts
- Give GP Drone Subverter Matrix @20pts
- Give GP Drone Self-Repair special rule @10pts

LIGHT SUPPORT DRONE (C3D1)

Weapon Drone Unit

Points Value: 59

Special: A Light Support Drone can only be included as a mercenary unit if a mercenary Command Squad or Skyraider Command Squad is also included.

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

Options

- Include Spotter Drone in unit @10 pts
- Include Batter Drone in unit @20 pts
- Include Synchroniser Drone in unit @20pts
- Include up to two Shield Drones in unit @10pts each
- Give Weapon Drone Self-Repair special rule @10pts

BOROMITE CLAN

The Boromite Clan list is a sub-set of the main Boromite list designed to represent Clan Gestalin led by Arran Gestalin in the Xilos campaign. It has also been included to provide a short generalised list to represent small mercenary clans or families of itinerant Boromite labourers and fighters. As such the list can be used to provide mercenary fighters for other lists as described in the Incorporating Allies section on page 65.

Note the list contains no units that are entirely new, and because it is designed for smaller forces it does away with the normal limited choice category in favour of basic restrictions.

If you wish to include the character Arran Gestalin in your force see the separate entry on page 110. Arran Gestalin substitutes for the force's Overseer Squad, Overseer Rock Rider Squad or Rock Father.



BOROMITE CLAN 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

- You can spend up to 10% of your points on Army Options

Because of the nature of the list, the Force Selector stops at a Combat force of 1000pts and players wishing to field a larger force are directed towards the full Boromite list in the Antares rulebook.



TACTICAL

OVERSEER SQUAD

Infantry Command Unit

Points Value: 105

Special: A Boromite Clan force **must** include one Overseer Squad or Rock Rider Overseer Squad or Rock Father and **cannot** include more (i.e. it must include one Command Squad).

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

Options

- Include Spotter Drone in unit @10pts
- Include Synchroniser Drone in unit @20pts
- Add up to two Gangers to unit @21pts each
- Upgrade Leader 2 to Leader 3 @10pts
- Give Overseer lectro lash or tractor maul @5pts
- Give unit plasma grenades @2pts per model



ROCK FATHER

Infantry Command Unit

Points Value: 144

Special: A Boromite Clan force **must** include one Overseer Squad or Rock Rider Overseer Squad or Rock Father and **cannot** include more (i.e. it must include one Command Squad)

Unit: Boromite Rock Father	Ag	Acc	Str	Res	Init	Co	Special
1 x Rock Father: reflex armour	4	6	6	6(7)	6	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

- Include Synchroniser Drone in unit @20pts
- Include up to two additional Shield Drones in unit @10pts each
- Add up to two Gangers to unit @23pts 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 three 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





Boromite forces deploying on the hill.

WORK GANGS

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

- Include Borer Drone in unit @15pts
- Add up to three additional Gangers @17pts each
- Give unit up to three vorpal charges @10pts each
- Give unit implosion grenades @3pts per model
- Give unit reflex armour @2pts per model (increasing Res to 7)
- Give unit heavy tractor mauls instead of mass compactors @Free

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

- Include Borer Drone in unit @15pts
- Give Leader Suspensor Platform @5pts (gives Leader rapid sprint rule)
- Add up to two Lavamites @17pts each
- Upgrade Lavamites to Lavamite Rock Brood @4pts per model
- Add up to one Hatchling Swarm per Lavamite @16pts each
- Upgrade Leader to Leader 2 @10pts



SUPPORT

BOROMITE ROCK RIDER OVERSEER SQUAD

Mounted Command Unit

Points Value: 129

Special: A Boromite Clan force **must** include one Overseer Squad or Rock Rider Overseer Squad or Rock Father and **cannot** include more (i.e. it must include one Command squad). In addition, 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

- Include Spotter Drone in unit @10pts
- Upgrade Leader 2 to Leader 3 @10pts
- Give commander lectro lash **OR** tractor maul @5pts
- Add up to one 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 one 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 one 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 points cost shown.

- mag cannon @10pts
- plasma cannon @35pts
- X-launcher @Free
- plasma light support @30pts
- frag borer @40pts
- 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 one Ganger Crew to unit @13pts

STRATEGIC

BOROMITE HEAVY SUPPORT TEAM

Weapon Team Unit

Points Value: 84

Unit: Boromite Heavy Support Team with Mag Heavy Support

	Ag	Acc	Str	Res	Init	Co	Special
3 x Ganger Crew: mag pistol	4	5	6	6	6	9	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 rearmed with any of the following heavy support weapons at the points 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 one 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

AUXILIARY

MICROMITE PROBE SHARD

Probe Unit

Points Value: 20

Special: A Micromite Probe Shard can only be included as a mercenary unit if a mercenary Overseer Squad or Rock Rider Overseer Squad or Rock Father is also included.

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

Special: A Scout Probe Shard can only be included as a mercenary unit if a mercenary Overseer Squad or Rock Rider Overseer Squad or Rock Father is also included.

Unit: Scout Probes	Ag	Acc	Str	Res	Init	Co	Special
4 x Scout Probes	-	-	-	5	-	-	Shard

Options

- Add up to 2 additional Scout Probes @10pts each

BOROMITE ENGINEER SQUAD

Infantry Unit

Points Value: 44

Special: A Boromite Engineer Squad can only be included as a mercenary unit if a mercenary Overseer Squad or Rock Rider Overseer Squad or Rock Father is also included.

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 one additional Engineer @12pts
- Give unit lectro lashes or tractor mauls @5pts per model
- Include Spotter Drone in unit @10pts
- Give unit plasma pistols @4pts per model
- Include Borer Drone in unit @15pts
- Give unit implosion grenades @3pts per model
- Include Batter Drone in unit @20pts
- Give unit up to three vorpals @10pts each



Xilos Characters

To accompany *The Battle for Xilos*, we have created six new Antarean character models to represent the leaders and chief antagonists involved in the backstory. This section of the book provides us with the stats and special rules for these new characters. We have met two of these characters before in the shape of Fartok the leader of the Ghar Outcast Rebellion and Commander Kamrana Josen of the Concord Combined Command. The new versions take these individuals forward in time, to the events portrayed in the Xilos campaign. In addition, the Xilos story involves three of the characters from the main *Antares* rulebook: Hansa Nairobi and Bovan Tuk, and Tar Es Janar, the stats and rules for these can be found in the *Antares* rulebook.

USING CHARACTERS IN GAMES

Our characters are presented in the same spirit as those in the *Antares* game itself, namely that they are ancillary to the actual army lists and can be included in games where players are happy to do so. Because the Xilos scenarios are presented in the form of a narrative campaign, it makes a lot of sense to include the characters from the back story, but players can choose to do so or not – we leave it up to you. Many of our games were initially played without the characters, especially games played at smaller sizes, and there is no obligation or

requirement to use the characters in games if players do not wish to do so.

Similarly, if players prefer, games can be played with other characters as well as characters developed during the Xilos campaign itself. See the Campaign Bonuses section on page 50 for more about how this works.

In all cases, characters substitute for other units in their army lists and are chosen in the usual way. For example, C3 Commander Kamrana Josen substitutes for a C3 Strike Command Squad, Ghar High Commander Karg 12-40-9 substitutes for a Ghar Command Crawler, and so on.

CHARACTERS IN THE MERCENARY LISTS

Now that we have our Freeborn Adventurers list, we shall allow Hansa Nairobi and Bovan Tuk to be included in this new list as a substitute for the Freeborn Command Squad. Amano Harran can also be substituted for a Freeborn Command Squad either in the main Freeborn list or Freeborn Adventurers list (see the entry for Amano Harran on page 113). Similarly, the Guildless Arran Gestalin can be included in both the Boromite Clan list and the main Boromite list.

Characters included in the Freeborn Adventurers list and Boromite Clan list can be hired as mercenaries in the same way as the units they substitute for. This enables these



Algoryn general Tar Es Janar leads his troops to battle.

characters to be used in several different armies, should players wish to do so. This does introduce the possibility of two opposing armies both including the same characters – but we leave it to players whether to accept this or find some way of resolving it between them. Perhaps Amano Harran has been messing about with that Dupe-licator again!

CHARACTERS IN THE CAMPAIGN

In the Character Bonuses section we have already explained how players can continue to use characters from game to game. We assume characters who fall casualty during a game either escape unscathed or suffer only superficial wounds that enable them to bounce back in time for the next game. Indeed, the advanced regeneration techniques long-since perfected by human civilisations mean that even quite serious injuries can be repaired relatively quickly. The only restriction we have imposed is that characters who fall casualty cannot receive character bonuses at the end of a game (see page 51). The following rules suggestions are intended to provide alternative and additional game penalties for players who wish to add a further layer of detail to their campaign games. They are only included as an option and as a basis for simple 'character progression' during a narrative style campaign. Players are entirely welcome to ignore them and equally welcome to elaborate upon or adapt them to suit their own style of gaming.

INJURIES

If a character is removed as a casualty during a game then at the end of the game roll a D10 to decide how badly the character is injured. Consult the Casualty Chart below.

CASUALTY CHART

D10	Result
1-5	Superficial injuries – our character easily shrugs off these minor inconveniences (with the considerable help of auto-meds). There is no penalty and the character can participate fully in the next game.
6-9	Injuries – our character has been badly hurt. Roll on the Injury chart. This penalty applies if the character takes part in the next game and ceases to have any effect thereafter. If the character instead misses a game, a full recovery will have been made in time for the following game, in which case no penalties apply.
10	Badly injured – our character has been badly hurt and can take no part in the next game. Roll on the Injury chart. The result applies for all the remaining games in the campaign. It is possible for a character to be badly injured more than once, in which case apply all the accumulated penalties.

If the character is injured roll a D10 a consult the Injury chart below and apply the penalty indicated.

INJURY CHART

D10	Result	Modifier
1	Minor Head Wound	-1 Initiative
2	Serious Head Wound	-1 Initiative, -1 Command
3	Minor Arm Wound	-1 Strength
4	Moderate Arm Wound	-1 Strength, -1 Accuracy
5	Serious Arm Wound	-2 Strength, -1 Accuracy
6	Minor Leg Wound	-1 Agility
7	Moderate Leg Wound	-1 Agility, cannot sprint
8	Serious Leg Wound	-1 Agility, cannot run or sprint
9	Minor Body Wound	If the unit has no pins and suffers 1 pin, it instead takes 2 pins.
10	Serious Body Wound	If the unit has no pins and suffers 1 pin, it instead takes 3 pins.

All of the penalties to stats on the Injury chart are applied for the duration of the game or for all games in the campaign in the case of bad injuries. Body wounds result in the character/unit taking more pins if they have none, but note that these penalties only apply when the unit would otherwise suffer a single pin. So, if a unit would otherwise suffer 2 or 3 pins, for example because it has been hit by a Net shell, these extra penalties don't apply. The penalty only applies when the character has no pins and would otherwise take 1.

If a character should be unlucky enough to be badly injured it is possible that further injuries will result in additional penalties to the same stat. Just add the penalties together. So, if a character is badly injured and suffers two serious head wounds he will have an accumulated penalty of -2 Initiative and -2 Command. In the case of body wounds, two Minor Body Wounds counts as one Serious Body Wound, but a Serious Body Wound is as bad as it gets.

Remember, in the case of ordinary 'one game' penalties, these only apply if the character takes part in the next game played. If you choose to 'rest' the character for a game then the injuries are healed in time for the following game, so no penalties are applied. You might want to do this if the character has suffered a serious wound that might significantly compromise mobility or effectiveness in the next game.

FARTOK, GHAR OUTCAST REBEL COMMANDER

Fartok was the Ghar Empire's most successful commander, one of a series of extraordinary broodmates cloned on the express order of the Supreme Commander himself to lead the Empire's all-conquering armies. The war against degenerate humanity in all its multitudinous and sickening forms was eternal, of course. The Supreme Commander saw that as clearly as anyone, but even so the prospect did not daunt him in the slightest. The struggle would go on forever no matter how difficult the task might be. The Ghar existed for the sole and enduring purpose of eradicating their enemies. Nothing else mattered. The Ghar undertook their duty at the behest of their race and its creators. The most terrible thing was to fail. Failure was worse than death itself. It was to make a mockery of the only reason that Ghar existed. It was to betray Ghar kind and those that made them.

Indeed, a special fate is reserved for those who fail in their duty. They are stripped of their honoured place as warriors and become unworthy outcasts, despised and reviled by all of Ghar kind. Outcasts might be reduced to the lowly status of ignominious labourers and sent to the slave factories or food processing plants. If lucky they might

become overseers, supervisors or other privileged functionaries and allowed to live out what remains of their lives in shame and regret. If unlucky they became mere slaves, their lives to be casually expended for the benefit of their superiors, for the Ghar are an uncaring race with little thought for the sacrifices of others. But even sacrifice serves a purpose and offers redemption of a kind.

Such things were of little concern to Fartok, who rose rapidly through the ranks buoyed upon a succession of successful campaigns in which he led Ghar troops to glorious victory on world after world. His fellow broodmates rose to comparable prominence with almost equal rapidity. Together they won the highest honours among Ghar kind and enjoyed such favour as the Supreme Commander deemed appropriate for his most successful servants. However, Fartok's deeds outshone all the rest. Of all that famous brood only one other came close to equalling Fartok's successes. This was Karg. Fartok and Karg became great rivals and soon each gained the command of his own Battlegroup – a core independent command within the Empire's vast forces. The Ghar Supreme Commander was pleased,



Fartok commands his army from the first line.

indeed, to contemplate the success of brood number 12-40, the fortieth brood of clone station twelve, the station dedicated to the nurturing and perfection of command qualities within the race. To be bred in the vats of station twelve was sufficient to mark out a warrior for great responsibilities. The Supreme Commander himself had been born of that brood-line many years ago. This fortieth brood was nothing less than the latest and finest expression of the Ghar geneticists' endeavours to breed strategic geniuses to serve the Empire's armies. Fartok 12-40-13 and Karg 12-40-9 were triumphs of Ghar science.

The Ghar Supreme Commander had good reason to be satisfied with the efforts of his geneticist underlings. Everywhere he looked Ghar forces were triumphant. Perhaps among the leaders of the Empire's mighty armies might even be found a worthy successor to his own magnificence. One day, that is. In the fullness of time. When decrepitude and infirmity finally overtook even he. For the greatest and wisest of all the Ghar race was almost six hundred years old and not getting any younger. However, what the Supreme Commander could not know was that all was not quite as it appeared with brood 12-40. In fact, there was something very wrong. Something that would present a danger to the Empire greater even than that posed by the heinous degenerates that it was the Ghar's duty to purge from the universe.

It is impossible to say which of the many Ghar scientists responsible for sequencing the clones for brood 12-40 made the painstaking lateral genetic adjustments the task demanded. Indeed, it hardly mattered, for the genetic splicing had already been carefully planned, and the newly developed mutations run through the simulators hundreds of times. The geneticists bent to their work in the nature of a race created to obey orders without question. Besides, the Ghar brood-lines had proven remarkably stable for thousands of years. The telemeric integrity of Ghar chromosomes was so strong that the vast majority of Ghar – those brooded in stations one to seven – were unreconstructed replicas of the pure strains developed by the primal creators thousands upon thousands of years ago. If the Ghar were ideally evolved for anything it was simply to be Ghar: unquestioningly loyal to their own kind, utterly dedicated to their task, not merely prepared to sacrifice their lives in service but fully expecting to do so. For a Ghar, self-interest was as unthinkable as was failure, and a sense of personal ambition a concept as incomprehensible as compassion.

However, in creating their new strain 12-40 the Ghar had inadvertently unleashed qualities hitherto quite alien to the Ghar temperament. While the mewling clones were reared within the station's nurseries, these qualities were never recognised for what they were. This was because ordinary Ghar have little natural empathy and practically no concept of such things as imagination, personal ambition or curiosity. That the broodmates were quick to learn, eager to succeed, and readily observant seemed only to suggest that the strain had been a great success. These things were all true, but the brood was more different than its inceptors could easily grasp. Confined within their narrow vision of purpose and duty, the geneticists could not know that these seemingly desirable attributes derived from a significantly enhanced sense of individuality and self-worth. In other words they had created Ghar prepared to put themselves above their duty. And that was – literally – unthinkable!

As the years passed the Supreme Commander had no immediate cause to regret his decision, and the fortieth brood of station 12 grew to become successful commanders in their diverse fields. A number were killed in the line of duty, as was only to be expected, but those that remained soon climbed to the very peaks of responsibility within the Empire – barring that lofty pinnacle that was the Supreme Commander himself. The most successful were Fartok and Karg, and the Supreme Commander's gratitude was readily bestowed upon them on behalf of their savage and uncompromising race. Yet their comparable achievements masked two profoundly different characters and methods. While Fartok was stern and unrelenting he was also careful to instruct his commanders and promote those whose qualities he considered most effective. He also ensured that his commanders looked after the troops under their command and made sure they were well supplied and not exposed to unnecessary risks. This was all unusual behaviour for a Ghar, it was true, but these were traits that contributed hugely to Fartok's success. Karg on the other hand was famous for punishing his commanders cruelly for the most



trivial errors, and for driving his troops into suicidal attacks to little effect. Fartok gained a reputation for his unusually austere life-style, foregoing the normal privileges of rank to endure the hardships of his front line fighters, demanding nothing of his troops that he would not undertake himself. Karg's attitude was quite different and he rarely troubled to put himself in danger while he had others to shoulder that particular duty on his behalf. Furthermore, his taste for luxurious living and fine food caused him to grow uncommonly corpulent for a race remarkable for its scrawny appearance and modest appetites.

Fartok's Battlegroup Nine (BG9) soon gained a reputation as one of the Ghar Empire's finest fighting formations. Fartok confronted Prosperate forces on a number of outlying worlds, raiding Algoryn outposts and ambushing Freeborn convoys transporting Prosperate reinforcements. BG9 drove the abominations from no fewer than three entire worlds. Their blackened ruins were now serving as Ghar supply dumps for the continuing war against the hated humans of Algor. Karg's Battlegroup 10 (BG10) had enjoyed almost as great a success, boasting a string of worlds laid waste upon the edges of Prosperate controlled territory. Now the Supreme Commander had decided that both BG9 and BG10 would combine their efforts together with four other Battlegroups to attack the most heavily defended Prosperate world near to their borders, the planet Ephra.

This was the first time that the two broodmates had fought side-by-side and the Supreme Commander expected great things of his two finest commanders and their battle honed armies. He placed them in joint command of the entire Ghar force, a mighty armada the like of which had not been seen in many centuries. The key to Ephra was its sole large city which was also called Ephra. The city was protected by a series of fortifications or Sentinels sited to make attack almost impossible so long as they stood. As well as housing heavy weapons these Sentinels were inter-linked by underground tunnels, allowing the defenders to move unseen to meet any attack. The towering Sentinels were also protected by suspensor fields that shielded the city from aerial bombardment, and made it impossible for Ghar landers to get near. The only way of attacking the city was to first attack and destroy the Sentinels themselves.

The battle for Ephra would prove a bloody one for the Ghar armies, as rival forces strove for mastery of the beleaguered city-fortress. While the Sentinels stood the Ghar were unable to exert control over the planet, and even the Ghar fleets could not entirely prevent the Algoryn reinforcing their position with fresh troops. Heavy Mag Cannons in outlying emplacements were able to wreak havoc with the Ghar formations as they advanced over open ground. Counterattacks by heavily armoured Algoryn Combat Skimmers drove the Ghar armies from their siege lines and destroyed much of their heavy equipment. Despite the losses, little by little the defences were gradually weakened, and neither Fartok nor Karg was yet prepared to face the possibility of failure. At last the two Ghar strategists devised a plan that would, if successful, deliver the first Sentinel into their hands. It was a plan that relied upon both Battlegroups coordinating their attacks, the first to clear the outer defences and prepare a path for the second to strike at the weakest point in the enemy's defences. Karg agreed that BG10 would begin by clearing the route, while Fartok's BG9 would have the honour of striking the killing blow itself.

The events of that fateful day and those that followed are forever etched upon the memory of Fartok. Despite their best laid plans the attack failed miserably. In truth the abortive attack was hardly the end of Ghar hopes and nor was it the first set-back suffered on Ephra. But when the badly mauled Battlegroup eventually broke free of the Algoryn ambush that had almost destroyed it, Fartok was arrested and his troops disarmed. Fartok could scarcely believe it. The enemy that Karg's BG10 initial attack was supposed to have swept aside had been ready and waiting to intercept BG9's advance. Fartok had almost died in the onslaught. Many of his best commanders and countless of his troops had perished under a hail of fire. It was almost as if Karg had deliberately neglected to clear the path ahead of BG9. It was almost as if the enemy knew they were coming.

Karg immediately accused Fartok of cowardice, of incompetence, and most especially of failure. That a Ghar High Commander would deliberately shift blame in this way upon a fellow Ghar was unthinkable of course. At least it was unthinkable to other Ghar, and unthinkable to the Supreme Commander, whose disappointment in Fartok was beyond measure. For Fartok it was the final humiliation. And it was only then that Fartok understood something that no other Ghar had ever dared to suspect, could not imagine even the possibility, that he had been betrayed by his own kind. Karg had deliberately led BG9 into a trap. Karg was that thing it was impossible for a Ghar to be. Karg was a traitor!



ANTAREAN CHARACTER: FARTOK, LEADER OF THE OUTCAST REVOLT

Fartok has tracked his old enemy Karg to the world of Xilos and launched a devastating attack that has driven Karg's forces deep into the underground complex at the heart of the planet. Determined to avenge the terrible betrayal of Ephra, Fartok's Outcast army has pursued the hated Karg deep underground. Fartok has sworn he will not rest until his enemy has been killed and exposed for the traitor that he is. Fartok fights at the forefront of his troops. He wears the special battle armour his engineers have rebuilt for him, incorporating many features of captured enemy equipment. For Ghar to make use of abomination technology would be unthinkable for most of his race. However, Fartok is no ordinary Ghar but one of a specially cloned experiment designed to create Ghar commanders of exceptional ability and strategic genius. This inadvertently created a cadre of Ghar commanders with considerable imagination as well as a unique sense of self-worth, characteristics hitherto unknown among them. In the case of Fartok's broodmate Karg it also created a secret traitor with ambitions above and beyond his appointed place in the Ghar Empire!

Fartok – loyal to his people despite their rejection of him – knows that Karg will stop at nothing to advance himself at the expense of all others. Not only is the Ghar Empire itself in danger from Karg's ambition but even the life of the Supreme Commander!

This version of Fartok is portrayed in the re-engineered battle armour incorporating a modified plasma reactor that became his trademark as the Outcast revolt gained momentum and grew into a fighting force to rival that of the Supreme Commander. His battle armour has also been re-armed, and we give Fartok the choice of a Ghar disruptor cannon and a hybrid plasma light support, a weapon captured from the Algoryn and repurposed by Fartok's engineers. The Original Fartok stats in the Antares rulebook portray him in the early days of the rebellion, and for this new version we have updated some of his special rules to reflect his current status within the Outcast Rebel army. Note that by adopting some of his enemy's technology Fartok has lost the Scramble Proof special rule that protects ordinary Ghar technology from Scramble ammunition.

FARTOK, LEADER OF THE OUTCAST REVOLT

Infantry Command Unit

Points Value: 179

Limited Choice

Substitutes For: Outcast Rebel Commander in Battle Armour in Outcast Rebel army.

Special: No other unit with the High Commander special rule can be included in the same force.

Unit: Infantry Command	Ag	Acc	Str	Res	Init	Co	Special
Fartok: battle armour, hybrid plasma light support, mag multilash.	3	5	10	4(12)	9	9	Command, Follow, High Commander, Wound, Large, Hybrid Plasma Reactor
o x Ghar Troopers: scourer cannon	3	5	10	4(12)	9	9	Large, Scramble Proof, Hybrid Plasma Reactor

Options

- Add up to 2 Ghar Troopers to unit @85pts each
- Give either or both Ghar Trooper models Plasma Claw @5pts each
- Give unit Plasma Dump @5pts per model

Special Rules

Command, Follow, High Commander and **Large** 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 reroll against any number of hits. See Special Rules for Units in the Antares rulebook on page 133.

Wound. If Fartok fails a Resist test then instead of falling casualty he is wounded. Once wounded if any further Resist test is failed he is removed as a casualty. If Fartok is wounded then the unit cannot lose its last 1 pin. It can lose other pins as normal, but the last 1 pin cannot be removed.

Hybrid Reactor. The Ghar have not yet learned the secrets of nano-based suspensor technology and are not likely to do so in the foreseeable future, but they have discovered ways of taking functioning technology and adapting it for their own use. In this way they have developed a new kind of plasma reactor that combines the attributes of a Ghar Plasma Amplifier but which uses lower-levels of energy. All the usual rules for a Ghar Plasma Reactor (Antares rulebook, page 136) apply, and all the rules for a Plasma Amplifier (Antares rulebook, page 125) also apply **except** that instead of the unit's amplifiers burning out on the roll of a 1-5 in the Turn End Phase, the Hybrid Reactor only burns out on the roll of a 10. If it does burn out then the amplifier part of the unit's reactors cannot be used again, in the same way as a regular Plasma Amplifier. This means the Hybrid Amplifier is a far more useful device, although the difficulty of producing it means that only Fartok and his accompanying troops are so equipped.

Hybrid Plasma Light Support. Standard weapon. Fartok's engineers have jury-rigged a captured Algoryn plasma light support gun to make a useful weapon for a battlesuit. This weapon has its own integral power supply and so far has proven sufficiently robust to resist the destructive energies of Fartok's hybrid reactor. However, the Ghar has not yet learned how to access the weapon's focussing systems without destroying its nano-envelope and rendering it useless, which means its range is much reduced compared to regular plasma light support weaponry. See below for weapon stats.

Mag Multilash. Handweapon. Like all Ghar Commanders Fartok is obliged to lead from the front – or at least pretty close to the front – and faces the dangers of being attacked at close quarters. His multilash weapon is made from several maglashes of the type used by slave drivers in the Ghar Empire armies. It is a powerful reminder of the army's origins and a useful way of repurposing weapons no longer needed for their original purpose. See below for weapon stats.

Type of Weapon	Range			Strike Value	Special
	Effective	Long	Extreme		
Hybrid plasma light support	20	30	40	1	RF3
Mag multilash: <i>Shooting Mode</i>	10	None	None	1	RF4
<i>Multi-mode Attack</i>		<i>hand-to-hand only</i>		1	10 Attacks
<i>Power-mode Attack</i>		<i>hand-to-hand only</i>		4	1 Attack

- **RF 3.** Rapid Fire 3. Hybrid plasma LS fires three shots.
- **RF4.** Rapid Fire 4. In shooting mode the mag multilash fire four shots.
- **10 Attacks.** In multi-mode attack the mag multilash has 10 attacks in hand-to-hand fighting.
- **1 Attack.** In power-mode attack the mag multilash has only 1 attack in hand-to-hand fighting but at a Strike Value of 4.

ANTAREAN CHARACTER: GHAR HIGH COMMANDER KARG 12-40-9

Karg has established a base of operations on Xilos, a world ideally placed to launch further attacks upon the hated Algoryn. The world has been turned into a fortress, but its substantial defences prove unable to keep the enemy from effecting a landing. With his fleet driven from orbit Karg is forced to send for reinforcements. Unfortunately his messengers are captured by Karg's old enemy Fartok, and instead of the reinforcements he was expecting he finds himself with another battle on his hands as Fartok's slave army hunts down the rebel leader's old adversary.

Karg commands his armies from his mobile Command Crawler which has the added benefit of space for the pampered human slaves with which he surrounds himself. Karg is too fond of life to risk himself in battle if it can be helped, a very un-Gharlike attitude for a race bred to face battle without flinching. Such risks are almost inevitable because Ghar battlefield communications are poor compared to the other races of Antarean space, and Ghar armies expect to be led by their commanders in person. To do otherwise would invite suspicion which is the last thing Karg wants. If the enemy get too close Karg will have to master his timidity if he is not to lose the respect of his troops and his chance of ultimate power.

Karg's Command Crawler has the extra benefit of a hand-picked crew chosen by the High Commander himself, and thoroughly instructed in the consequences of displeasing their master. In addition, Karg has the Mastermind rule and Ruthless rule, which combine to make him an exceptionally effective commander.



GHAR HIGH COMMANDER KARG'S COMMAND CRAWLER

Vehicle Command Unit

Points Value: 267

Limited Choice

Substitutes For: Ghar Command Crawler in Ghar army.

Special: You can only include other Support or Strategic units in your army if it also includes a Command Crawler or other High Commander unit of any kind.

Unit: Crawler Vehicle Command	Ag	Acc	Str	Res	Init	Co	Special
High Commander Karg: Command Crawler with 2x scourer cannon	5	5	10	13	9	9	Command, High Commander, Follow, Mastermind, Ruthless, Large, Crawler, MOD2, Scramble Proof, Plasma Reactor

Options

- Give unit Plasma Dump @5pts
- Give unit Plasma Amplifier @10pts
- Give unit hand-picked crew @ 10pts

Special Rules

Karg counts as the necessary qualifier to allow the Ghar force to include support units that require the presence of either a High Commander or a Command Crawler.

Commander, High Commander, Follow, Large, Crawler, MOD2, Scramble Proof and **Plasma Reactor** are all standard special rules that are described in the main body of the Antares rules. High Commander replaces the usual Leader rule and gives Karg a Resist reroll against any number of hits. See Special Rules for Units in the Antares rulebook on page 133.

Mastermind. Karg is a military genius of a new kind, possessed of both vision and imagination. These same qualities make him only too aware of the potential dangers to which he would sooner not be exposed. The Mastermind rule therefore comes in two parts – one to reflect Karg's undoubted genius, the other reflecting his extraordinarily un-Gharlike sense of self-preservation.

If the player gives Karg a Rally order and passes any order test required, then in addition to removing the extra D6 pins from Karg as usual, every Ghar unit within 10" of Karg also removes 1 pin if it has any.

If there are enemy units within 10" of Karg then the only order he can be given is Run and this order cannot be used to initiate an assault. Note that this rule makes it impossible for Karg to make an assault, although he can still fight if assaulted of course.

Ruthless. If Karg uses his Command rule to boost the stat value of a Ghar unit add a further +1 bonus, i.e. instead of testing using a stat of 9 the unit will use a stat of 10. Karg's reputation for dealing ruthlessly with failures is a great motivating force!

Hand-Picked Crew. Karg's specially selected crew are not only the best of Ghar-kind but are only too well aware of what fate awaits them should they fail their master. If the unit fails any reaction test against its Initiative then it can immediately take the test again, and if it passes this second time no pin penalty is applied. However, if it fails a second time the usual pin penalty is doubled, i.e. the unit takes 2 pins on a fail and 4 pins on a critical fail of a 10.



Karg 12-40-9 leads his battlegroup into action.

GHAR HIGH COMMANDER KARG 12-40-9

Since the defeat and disgrace of the renegade High Commander Fartok, Karg 12-40-9 has become by far the most successful and most highly favoured of the Ghar Empire's many commanders. The Supreme Commander himself has rewarded Karg with yet greater responsibilities and ever growing armies to support his selfless efforts on behalf of the Empire. Like all Ghar, Karg is a clone bred upon the homeworld of Gharon to serve the sole purpose of the Ghar race: to rid the entire universe of abomination! Untold millennia ago the Ghar race was genetically engineered to fight an unending war against the degenerate races of humanity, to hate their enemies, and to serve their own kind with unbreakable loyalty unto death itself. For that is the nature of Ghar. The Ghar will prevail!

Except that Karg is quite unlike any ordinary Ghar. Karg was one of a series of genetically improved clones created to form the next generation of top-ranking leaders and commanders. Karg is possessed of mental powers both considerable and unusual for his race; perhaps more unusual than the Supreme Commander's geneticists intended. For Karg is ambitious, hungry for power, willing to put his own interests over and above all Ghar-kind... over

and above even the Supreme Commander. Karg secretly plots to become Supreme Commander and will stop at nothing to overcome whatever stands in his way to do so. He has already betrayed his greatest rival High Commander Fartok – his loyal broodmate – and turned the Supreme Commander against him. One day Karg will find a way to oust the Supreme Commander himself, and then he alone will rule the Ghar Empire and all will bow before him.

For the moment, however, Karg is careful to maintain his reputation as a successful and loyal commander. None suspect his true motives apart from his hated rival Fartok. Fortunately for Karg, the very idea of treachery is so alien to the Ghar mentality that so far he has easily concealed his ambition. Even his uncharacteristic personal habits, his love of luxuries, his taste for exotic human-slaves, his sadistic cruelty, greed, physical cowardice, and the ease with which he blames others for even his slightest failings, are hardly noticed even by those closest to him. Were a subordinate to express any doubts about Karg's behaviour he would soon find himself honoured with an especially important and highly dangerous mission, and possibly several should he prove unusually lucky.

BOROMITE GUILDESS ARRAN GESTALIN

Arran Gestalin is the seventh daughter of Guild Mother Tark Gestalin, herself the seventh daughter of the celebrated Ca'Lotera Gestalin, making Arran the seventh daughter of a seventh daughter. Which as anybody knows is a tremendously portentous birthright for a Guildess. Her father was the irrepressible Rock Father Ulos Lu'Osti, but whether that was portentous or not is entirely another matter. Lu'Osti broke away from the Guild – or was driven out depending upon who is telling the story – and, together with his hardened work gang and young tearaway daughter Arran, went on to make a name for himself as one of the most ambitious traders and explorers of the eastern Determinate. Or one of the most desperate of cut-throat criminal gang leaders in Antarean space. Depending on who is telling the story.

Arran herself would never hear a word said against her father, whose foibles and legendary psychopathic rages were just part of his paternal charm in his daughter's eyes. Following his death she continues to idolise his memory. Tough, determined and irretrievably a law unto herself, Arran Gestalin is nothing if not her father's daughter. Cradling her dying parent in her arms (both had been badly wounded during a bungled heist upon a Yann'Orak supply ship) she swore that she would look after his people. As she has often said since, her father was a kind man and it is

typical of him that his final thoughts were with those who depended upon him most. Initially, not all the Boromite clansmen were prepared to accept the young Guildess as their leader. These recalcitrants took a bit more 'looking after' than Ulos Lu'Osti had perhaps intended. However, with the help of her father's old friend and gang leader Vech Mol, she was able to stamp her authority upon the tough Boromite gang, and has led it ever since.

The gang had attracted a substantial following under her father, proving a haven for those fleeing from their past and skilled operatives looking for an appreciative paymaster. As the female leader of a renegade gang, Arran was expected to become Guild Mother and nurture a brood of her own. But the Guildess was to prove strangely reluctant to accept the traditional role of a Boromite matriarch. Rather she continued to behave much as had her father, leading what some might call a band of pirates and cut-throat adventurers. Though – of course – that is not a description that Arran Gestalin would either recognise or welcome. As far as she is concerned her clansmen are free agents. The clan largely makes its way as mercenary fighters, rock riders and engineers, but Arran Gestalin is open to such opportunities as happen to come along. One such opportunity took the gang deep into the southern Spill to the fabled mines of Lissan Mar. There the Boromites uncovered a vast treasure house of wealth before losing it again when they were forced to abandon their spacecraft during an interception by Vorl raiders. The Guildess has borne something of a grudge against the transgenic aliens ever since!

The clan's subsequent adventures have been variously disastrous, uproarious and violent, as they have pursued occasional employment as mercenary fighters and engineers. These are, of course, roles in which Boromites traditionally excel. Perhaps Arran enjoys the life of a vagrant adventurer too much to settle into the routine job of expanding her clan as any Matriarch should, continuing to lead the piratical band in the fashion of the old Rock Father Lu'Osti. Having lost their spacecraft in the fight

with the Vorl, the Boromites have since relied on the offices of the Freeborn for transport and – to a large extent – as a broker for employment. It was hardly unusual that the Guildess and her company should take on a contract with a Freeborn mercenary captain. Amano Harran was a captain whose name was already well known in the Determinate. Besides, the contract was extremely lucrative and mostly involved the Guild's engineers: routine work that would enable the gang to rest up and take stock. Arran no doubt thought it might be interesting to meet the famous Freeborn leader, and get a close look at his equally famous ship the *Nebula*. It was rumoured that Harran had fitted out the sleek craft with alien-built engines of a type unknown in panhuman space. No one had ever been able to penetrate the ship's





Boromite Rock Riders thunder across broken ground.

multi-layered security shards to find out. Perhaps that would give her something to do on the journey. Come to think of it the *Nebula* would make a fine vessel for Clan Gestalin. A very fine vessel indeed.

By the time that the *Nebula* intercepted a Ghar scout ship, and from its unlucky pilot learned of events on Xilos, Arran Gestalin and her employer, the mercenary leader Amano Harran, had already come to know each other very well indeed. They had, for example, discovered that they both had an equally imaginative interpretation of the rules of the card game *Black Hand*. They had both come to recognise an adversary as dangerous as themselves and about as trustworthy. The Freeborn watch had been doubled since Boromite engineers had been found wandering around restricted areas of the ship having become 'lost' upon some supposedly legitimate errand. A brawl between the Freeborn crew and Boromite passengers ended up with the Guildsmen confined to the hold together with their equipment and Lavan beasts. Amano Harran was no doubt looking forward to dumping his passengers at the first opportunity, but that opportunity never came. Instead the *Nebula* diverted to Xilos where it succeeded in passing the gate and broke through the Ghar blockade.

Arran Gestalin saw the possibilities of Xilos as keenly as her erstwhile employer, from whom she was only too pleased to distance herself as soon as the immediate danger of Ghar attack had passed. Although Concord and Algoryn forces were already established in some number, the small band of Boromites were far better equipped to deal with the subterranean environment of the ancient Builder ruins. In fact, the dangerous, dark and confined tunnels of the

undercities were no more than the Boromites were accustomed to. The clan was able to bring its mining equipment and engineering skills to bear exploring and expanding the tunnels system. Soon, despite coming late to the party, the Boromites had uncovered artefacts of several different kinds. Many were mere fossils, fragments of machines or information storage systems that would require careful examination to unveil whatever secrets they possessed. But not all of their discoveries were of this kind. Most significantly, as they explored they were able to locate and unlock a number of stasis chambers – areas of the undercities frozen in time for thousands of years – and what they were able to discover inside would finally unlock the secret of Xilos itself. Not all of these chambers survived the return to the universe of normal time-space, and as their stasis fields collapsed time was sucked into the resultant time-void. The contents of the chambers crumbled to dust and a number of unfortunate explorers were drawn in to suffer the same fate. However, after a few such attempts the Boromites learned how to operate the Builder machinery – if not always successfully then at least reasonably safely.

Part of the Boromites' success in opening the stasis chambers lay in the discovery of a key device in one such chamber that allowed further stasis chambers to be opened safely. The device also appeared to possess other not-entirely understood properties. This 'stasis key' was always carried by Arran herself and she would not let it out of her sight. Its existence, however, came to the attention of her former employer Amano Harran, who set a trap to capture the Guildless and the strange device. Did the Freeborn captain but know it, his actions would have fatal consequences for the world of Xilos.

BOROMITE GILDESS ARRAN GESTALIN

Arran Gestalin is portrayed riding one of the clan's locomites that are among the diverse lavan creatures reared to serve the clan's mining and tunnelling operations. She has the stats of a Rock Father, an unusual role for a female Boromite, but one at which she excels. In addition to a plasma carbine she carries the

curious extasor – a lavamite training device adapted to serve as a potent close range weapon. Compared to a regular Overseer squad Arran Gestalin has the option of making use of a number of specialised drones, the sort of devices that mercenary fighting bands trade among themselves.

BOROMITE GILDESS ARRAN GESTALIN

Mounted Command Unit

Points Value: 120

Limited Choice

Substitutes For: Overseer Squad, Rock father and/or Rock Rider Overseer Squad in Boromite or Boromite Clan list.

Special: Counts as a Rock Rider Overseer Squad allowing the force to include multiple Rock Rider Squads

Unit: Mounted Command	Ag	Acc	Str	Res	Init	Co	Special
Arran Gestalin: plasma carbine, extasor, reflex armour, riding Locomite	4	6	8	7(8)	8	10	Command, Follow, Hero, Leader 3, Wound, Locomite 1 attack SV2, Rapid Sprint, Large
o x Rock Riders with plasma carbines, reflex armour, riding Locomite	4	5	8	7(8)	6	9	Locomite 1 attack SV2, Rapid Sprint, Large

Options

- Include Spotter Drone in unit @10pts
- Include Synchroniser Drone in unit @20pts
- Include HL Booster Drone in unit @20pts
- Include up to two Gun Drones with plasma carbines @14pts each
- Include up to two Shield Drones in units @10pts each
- Add up to one Rock Rider @31pts
- Give unit lectro lances @4pts per model
- Give Arran Gestalin the Xilos Stasis Key @25pts

Special Rules

Command, Follow, Hero, Leader 3, Large and Rapid Sprint are all standard unit rules as described in the Antares rulebook on page 133.

Locomites have **1 Attack at Strike Value 2** in hand-to-hand fighting.

Wound. If Arran Gestalin fails a Resist test then instead of falling casualty she is wounded. Once wounded if any further Resist test is failed she is removed as a casualty. If Arran Gestalin is wounded then the unit cannot lose its last 1 pin. It can lose other pins as normal, but the last 1 pin cannot be removed.

Extasor. The extasor activates highly-specific areas within the targets' neurological system, overloading their senses with intense stimuli and rendering the victim entirely helpless. An individual affected by an extasor turns into a quivering wreck completely oblivious to the world. Although not strictly a weapon as such, when suitably attuned the extasor's effects can be severely disabling for days. Even more troubling, it is often claimed that exposure to an extasor causes long-term neurological damage and its victims grow to become dependent upon it. Use of extasors is prohibited throughout the PanHuman Concord, the Isorian Senatex, and upon many worlds of the Determinate.

Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
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Extasor	10	None	None	3	3 Attacks, Human Sync
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- **3 Attacks.** A model equipped with an extasor has 3 attacks in hand-to-hand fighting.
- **Human Sync.** The extasor is a neurological hand weapon that affects the biological human brain. It can only affect a panhuman, human or human morph target. It has no effect upon machines or alien creatures. It cannot target buddy drones on a critical Acc roll of a 1 from shooting, for example. Note that Ghar – for all their genetic manipulation – are human morphs and are affected in the same way as other 'humans' although it is not a description they would much appreciate.

Xilos Stasis Key – the Time Twister. Arran Gestalin can be given the Xilos Builder artefact the Stasis Key as described on page 57. Note that this counts as a standard weapon.





Arran Gestalin and Amano Harran in a dispute over the Stasis Key's ownership.

AMANO HARRAN, OSZONI FREEBORN MERCENARY CAPTAIN

Amano Harran is the long estranged nephew of Vard Bero Harran of Freeborn House Oszon. He is preeminent among the mercenary captains of the Oszoni whose relationship with their Vard might be fairly described as somewhat ambivalent. It is true that a fair number of Oszoni leaders have good reasons to fear and even to hate their ruler. In many instances the Vard's antipathy is entirely justified, considering that the House has bred some of the most savage rogues and pirates in Antarean space. In Amano's case, however, his coolness towards his uncle is scarcely surprising considering his family's convoluted and bloody past.

Amano's father Tiros was the youngest of Bero's many siblings, the last of a brood in whose veins it was said ran red treachery rather than mere blood. Spoiled and over-indulged by his doting parents, the youthful Tiros grew to be something of a hell-raiser with a taste for dangerous intoxicants among other and even more perilous pleasures. Haunting the seediest of underground dens and rubbing shoulders with some of the House's worst criminal elements, he soon found himself recruited by enemies of his brother Bero. Lured by promises that he would become Vard in his brother's place, Tiros was drawn into a sinister conspiracy against Bero. The conspirators were betrayed just as they were about to strike. Tiros was captured and subsequently executed along with the plot's

other chief instigators; or at least those of them who were discovered by Bero's agents. Amano's mother was exiled and soon disappeared entirely. Her sympathisers suspected that she had been secretly disposed of by the Vard's assassins.

The infant Amano was barely a babe in arms at the time when his father was executed and his mother driven into exile. The child was subsequently raised in the Vard's household without any knowledge of his parentage or the shocking events surrounding his circumstances. As a close member of the Harran family, a blood-relative of the Vard such as Amano could not be allowed to stray too far from the eyes of government. Amano was not to learn of his father's treachery and his parent's fate until years later, by which time many among the younger ranks of Oszoni had begun to see the dashing and popular Amano as a potential successor to his uncle.

In common with the sons of other aristocratic families Amano was keen to make a name for himself beyond the confines of the Vardos. With his warband of hand-picked Freeborn fighters, he became one of the most spectacularly successful and best known mercenary leaders in the whole Determinate. The Oszoni celebrated enthusiastically when they heard of Amano's daring raids and courageous deeds. Amano naturally took great pains to ensure that they did!

Back home Amano's supporters spread tales of his generosity and success, spending freely of the riches that the young mercenary captain ensured found their way into the hands of his closest allies. To the ordinary Oszoni he was soon hailed as a hero! Handsome, courageous, generous and almost universally popular, his deeds quickly became the stuff of legend and his adventures the meat of gossip throughout the Vardos.

All of this was guaranteed to annoy his uncle Vard Bero very much indeed. As it was surely calculated to do! Yet such was Amano's popularity, and so industrious his many supporters, that even the Vard was obliged to be seen heaping praise upon his nephew, even if he did so through gritted teeth. In private the Vard raged against the impertinence of his nephew. He directed his security forces to spy upon Amano's cadre of supporters and to infiltrate their organisation. These efforts were met with mixed success. Secretly, the Vard resolved to dispose of his troublesome nephew as soon as he got a chance, a task he would entrust to his most sinister of councillors, the cold-hearted Renegade NuHu Karad Vek.

Amano Harran has certainly made a name for himself among the worlds of the Determinate, and his ship – the *Nebula* – has become almost as famous as its captain. Utilising some of the most advanced technologies of Antarean space, it is often assumed that the *Nebula* is equipped with alien derived space drives as yet unknown to

the human civilisations of Antarean space. That may indeed be so, for Amano's travels have certainly taken him to worlds beyond the ordinary congress of human space. The *Nebula* is sheathed in an energy envelope that has proven impervious to even Vard Bero's most sophisticated nano-espionage, its secrets – whatever they are – remain secret. Although not a vast ship, the *Nebula* is home to Amano's mercenary band of about a hundred, its holds can carry a substantial cargo or facilitate the transport of passengers, making it a self-contained fighting force of unusual power. The mercenaries are properly known as Amano's Company of Freeborn, but are often referred to as the Nebulans after their ship.

The battle between Amano and Vard Bero has raged in the world of assassination, the cultivation of powerful Oszoni interests, and the manipulation of popular feeling. In public the Vard praises his nephew who in turn always presents a mask of fealty and loyalty to his uncle. Behind these superficial displays of family unity each is secretly waging a campaign for power and survival as bitter as any open warfare. Oszoni assassins have twice failed to slay Amano, and while nothing can be proven the young Captain has no doubt that his uncle's agents are behind such attempts. At the same time the Vard fears that his estranged nephew is building up a power base of popular support as well as the means to equip an army of rebellion with which to seize power. Both men play a subtle and deadly game for the future of House Oszon.



Oszoni Freeborn search the Xilos jungle for Builder ruins.

AMANO HARRAN, OSZONI FREEBORN MERCENARY CAPTAIN

Amano Harran lives the life of a Freeborn Adventurer but his ultimate aim is to supplant his uncle and become Vard of the Oszoni. He uses his freebooter background as a way of garnering support for his cause and earning the means to build his influence back home. Amano has been given stats to reflect his extraordinary mental powers with a value of 10 allotted to both Initiative and Command. His special rules also include a wound, but overall the unit depends upon Amano's close bodyguards like any other Freeborn Command Squad. His special rules take account of his overwhelming charisma, sleight of hand and seemingly supernatural ability to bamboozle his opponents.



AMANO HARRAN – CAPTAIN OF AMANO'S COMPANY OF FREEBORN

Infantry Command Unit Points Value: 126 Limited Choice

Substitutes For: Freeborn Command Squad with Special Options in Freeborn list and Freeborn Command Squad in Freeborn Adventurers list.

Unit: Infantry Command	Ag	Acc	Str	Res	Init	Co	Special
Freeborn Mercenary Captain with reflex armour, impact cloak, Zantu plasma duelling pistol	6	6	5	5(6)	10	10	Command, Follow, Hero, Leader 3, Wound, Fast Shot, Charismatic Aura
o x Freeborn Bodyguards, plasma carbine, reflex armour, impact cloaks	5	6	5	5(6)	7	8	–

Options

- Include Spotter Drone in unit @10pts
- Include Medi-Drone in unit @20pts
- Include HL Booster Drone in unit @20pts
- Include Batter Drone in unit @20pts
- Include Synchroniser Drone in unit @20pts
- Include up to two Gun Drones with Plasma Carbines in unit @14pts each
- Include up to two Shield Drones in unit @10pts each
- Add up to six Bodyguards to unit @21pts each
- Give unit plasma grenades @2pts per model
- Give unit hyper-light armour instead of reflex armour/impact cloaks @1pt per model
- Give unit phase armour instead of reflex armour/impact cloaks @1pt per model
- Give Amano Harran the Xilos Stasis Key @25pts

Special Rules

Command, Follow, Hero, and Leader 3 are all standard unit rules as described in the Antares rulebook on page 133.

Wound. If Amano Harran fails a Resist test then instead of falling casualty he is wounded. Once wounded if any further Resist test is failed he is removed as a casualty. If Amano Harran is wounded then the unit cannot lose its last 1 pin. It can lose other pins as normal, but the last 1 pin cannot be removed.

Fast Shot. Amano Harran is among the most adept shots in all of Antarean space. To represent his proficiency with weapons 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.

Charismatic Aura. Amano's ability to charm and cajole extends beyond mere social chit-chat to the bewilderment of even the most simple-minded of creatures and machines. If any enemy unit is within 10" of the Amano Harran model then it cannot be given an order without taking an Order test against its Command, even if it has no pins, and both its Command and Initiative stat are reduced by -1 when making order and/or reaction tests.

Xilos Stasis Key – the Time Twister. Amano Harran can be given the Xilos Builder artefact the Stasis Key as described on page 57. Note that this counts as a standard weapon. When combined with the Fast Shot rule this gives Amano two shots at a target and therefore two chances to hit and send the same target into stasis – but even if two hits are scored the target can only be put into stasis once!

Zantu Plasma Duelling Pistol. This finely crafted hand weapon is a product of the meticulous Zantu craftsmen, alien creatures of diminutive size but ferocious collective intelligence. Few humans have ever met the Zantu face-to-whatever passes for a face among the Zantu. It is typical of Amano Harran that he managed to charm his way into their trust, though whether deservedly so or not is another matter. All that Amano has ever revealed about the appearance of this mysterious race is that they are 'mostly hair'. The duelling pistol was made for Amano and has been cognitively melded to him, making it both impossible for anyone else to use and intuitively part of him.

Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Zantu plasma duelling pistol	20	30	40	2	Dead Eye, Duellist

- **Dead Eye.** When shooting Aimed Fire with the Zantu duelling pistol Amano adds +2 to his Acc value rather than the standard +1.
- **Duellist.** When shooting simultaneously with an enemy unit, for example during an assault or a firefight, both sides roll a dice and if Amano scores higher he shoots first and any result is applied to the target before it can fire back, including casualty removal and pin if scored.



ISORIAN DRONE COMMANDER XAN TU

In a previous and entirely organic existence, Xan Tu was a successful commander of Senatex forces whose career spanned almost two centuries and warzones from the Northern Spill to the Vorl frontiers in the Deep South. Reaching what was a natural end to a long and active life Xan Tu elected to live on in machine form – transitioning his mind into a drone body. Many humans making a transition from one life to another naturally choose to begin an entirely new existence, perhaps settling upon a distant and different world and exploring the many opportunities that the advanced and entirely benign societies of the Senatex can offer. Few first-transitioners like Xan Tu voluntarily opt for machine existence, because it is universally understood that no machine can entirely replicate or sustain the emotional depth or variance of a biological system. Mind-transfer to a replicate clone form is far more the preferred choice among the citizens of the Senatex. Ultimately though, the accumulated experience of several organic lifetimes inevitably becomes unbearable, and few humans transition more than three times, choosing euthanasia over an increasingly aimless and unfulfilling existence.

Transitioning as a drone was for Xan Tu a logical choice – for it would allow him to do what he had always done – to continue to lead Senatex forces wherever they were needed. As a machine he would lose much of his human personality, but his mind would gain so much more by

direct association with the IMTel. Furthermore, he would do so while his human mind was still strong and his ambition undimmed by the experience of multiple human life-times. Should it prove necessary his machine mind could be restored to its duplicate state, erasing all trace of the machine-person he was now, or he could chose to reduplicate his evolved mind into another drone incarnation at some far future date. The promise of machine existence was as close to immortality as it was possible to get. Xan Tu understood that the machine which he would become would evolve ever further from the person he had once been, but that did not seem such a terrible thing. It was, he considered, certainly no worse than the perpetual erosion of purpose and disillusionment of mere human existence.

When the Senatex learned of the danger posed to the Antarean Nexus upon the world of Xilos it was natural to choose Xan Tu to lead the expedition. The chronophasic transport was a theoretical construct, impossible until now to use and hence also impossible to test or to study its effects upon living creatures or machines. The IMTel considered the probability of success, and it was determined that the force would comprise a mix of forces, organic and machine, but that it would be led by Xan Tu, combining his one-human mind with the resilience and accuracy of machine intelligence.

ISORIAN DRONE COMMANDER XAN TU

Drone Commander Xan Tu is the first drone commander introduced into the Antares game and as a transitioned human his qualities are perhaps a little different from those of a pure machine intellect. He is a weapon drone type unit as well as a command unit, and can include further Nhamak type drones too. Although Xan Tu himself is unarmed we still class him as a Weapon Drone, and any failed Res tests are resolved on the Weapon Drone Damage chart on page 37 of the Antares rulebook. For your convenience we've also included the chart on page 120 of this book. His stats reflect a combination of human and drone qualities. We give him a nominal Acc stat of 6

even though he has no weapons to take advantage of it. Like all drones he has poor assault capabilities and would be advised to stay away from the front line. However, the addition of a nano probe net to the unit enables Xan Tu to extend his command power over a distance. Xan Tu works out relatively cheaply compared to a regular Command Squad and this is largely down to the fact he is unarmed, while his nano probe net ability is an upgrade. The addition of Nhamak drones does change things though, and in a large game it is worth spending the extra points.

DRONE COMMANDER XANTU

<i>Weapon Drone Command Unit</i>		<i>Points Value: 61</i>					Limited Choice
Substitutes For: Senatex Command Squad in an Isorian army							
Unit: Weapon Drone Command	Ag	Acc	Str	Res	Init	Co	Special
Xan Tu Drone Commander	7	6	1	8	8	9	Command, Follow, Leader 2
o x Nhamak SC Light Support Drone with plasma light support	7	6	1	8	8	8	–

Options

- Include Spotter Drone in unit @10 pts
- Include Synchroniser Drone in unit @20pts
- Include Batter Drone in unit @20pts
- Include up to two Shield Drones in unit @10pts each
- Include up to two Nhamak SC Light Support Drones in unit @59pts each
- Give Drone Commander and all Nhamak Drones Self-Repair rule @10pts per model
- Give Drone Commander and all Nhamak Drones Phaseshift Shields @10pts per model
- Take additional nano probe net unit of four nano probes @30pts

Special Rules

Command, Follow, and Leader 2 are all standard unit rules as described in the Antares rulebook on page 133.

Nano Probe Net. If Xan Tu is included in the force the player can choose to take an additional sharded unit: the nano probe net. This unit does not affect the player's ability to choose units from the force selector, and it contributes a further Order dice to the dice bag in the same way as any other unit. The nano probe net consists of four nano probes that emit a dense nanite network through which Xan Tu can channel his sensors. The unit acts as remote sensors for Xan Tu. The usual rules for sharded probe units apply, except that the individual probes must maintain a formation with models up to 5" apart to continue to count as a Nano Probe Net. The net must have at least two functioning probes to work. If this is not the case when units make their command based tests then the benefit doesn't apply and the net has no effect.

If Xan Tu has a nano probe net then he can extend his command range to include friendly units within 10" of any nano probe in the net, i.e. measure from the nano probe as if it were Xan Tu, and units within the 10" distance can use Xan Tu's command value of 9 rather than their own when taking any command based test.

NANO PROBE NET SHARD

<i>Probe Unit</i>	<i>Points Value: 30</i>						
Special: A Nano Probe Net Shard can only be included as an additional unit if a force includes a Drone Commander.							
Unit: Nano Probes	Ag	Acc	Str	Res	Init	Co	Special
4 x Nano Probes	–	–	–	5	–	–	Shard

Options

- Include up to two additional Nano Probes to sharded unit @5pts each



Isorian Senatex Phase Squad

COMMANDER-IN-CHIEF JOSEN, C3 XEF

Kamrana Josen, veteran of the Seventh Segment War and hero of Aan Four, rose steadily through the ranks of the Concord Combined Command following his encounter with the inhuman and transgenic Vorl. His sudden deployment to the world of Xilos therefore came as a complete surprise to Commander Josen, especially because at the time he was already leading an exploratory force into the Western Interface. This border region between the PanHuman Concord and Isorian Senatex was rapidly assuming the status of a grade three warzone. Josen's troops were expecting to counter an Isorian push into this fiercely disputed part of the Fifth Segment. Josen and his small but powerful force were instead diverted to Xilos together with hurriedly mustered scientific reinforcements comprising some of the PanHuman Concord's finest minds.

The choice of Josen to lead the Xilos expedition may have seemed a strange one at first. After all, the mission was primarily one of exploration and scientific investigation, while Josen was a Commander of considerable battle experience and a reputation for steely determination in the face of adversity. His exploits upon Aan Four had become the stuff of C3 legend, and there were few among even his most hard-bitten staff who were not in awe of him. The appointment turned out to be a fortuitous one, however, considering the unexpected dangers that the expedition would shortly face. The IMTel was once more proven to be correct – although of course it always was.

Designated Commander in Chief C3 Xilos Expeditionary Force (XEF) Kamrana Josen found his small force unexpectedly blockaded by unknown race on the planet itself and by their considerable space fleet. The Concord ships were to prove more than a match for the enemy craft sent against them, inexplicably primitive as these were, but the enemy's powerful and extensive planetary defences were another matter. To the Concord fleet's combat shard these defences were as incomprehensible as they were formidable, of a type not previously encountered and making use of technologies abandoned among civilised cultures thousands of years ago. During the course of the war for Xilos, Josen would come to understand more about these Ghar, as these aliens called themselves. Josen's encounter with these warlike and implacable creatures was the first recorded contact between the Ghar Empire and the PanHuman Concord.

Following the intervention of the Algoryn, upon Xilos Josen was to forge a working relationship with General Tar Es Janar, whose proud warlike people the steely Josen came to admire. Indeed, the two warriors had much in common despite their very different backgrounds, yet under any other circumstances they would – most likely – have met as enemies. The Algoryn distrust of the PanHuman Concord was, of course, both justified and entirely accurate. As the rival explorers parted for the last time both Josen and Tar Es Janar faced an uncertain future, their decision to cooperate something that would have ramifications for both if not for the fate of their respective civilisations.



A Concord army moves into assault.

COMMANDER-IN-CHIEF JOSEN, C3 XEF

We have already described Kamrana Josen in his guise as the hero of Aan Four (See Antares rulebook on page 229). The Kamrana Josen of the Xilos expedition is an older and more responsible Commander, but deep down he has lost little of his old determination. Experience, promotion and the demands of increased responsibility mean that his role has changed from that of a field commander to the Commander-in-Chief of an entire army. In this version of Commander, Josen his greatest asset is his sheer ability to endure, with Leader 3 and Wound 3, and we dispense with the 'unstoppable' rule that allowed us to represent his solo-heroics on Aan Four. Instead we give Josen the ability to allow nearby troops to reroll a failed test against Command, and the chance to build up extra Well Prepared Army Options which can be used to boost the tested value of any rerolls taken by the force.

COMMANDER-IN-CHIEF JOSEN C3 XEF								Limited Choice
<i>Infantry Command Unit</i>		<i>Points Value: 134</i>						
Substitutes For: C3 Strike Command Squad in Concord army.								
Unit: Infantry Command	Ag	Acc	Str	Res	Init	Co	Special	
Strike Commander: plasma pistol, HL armour	5	6	6	5(7)	9	9	Command, Follow, Hero, Leader 3, Wound 3, Steady There, Soldier!, Very Well Prepared	
o x Strike Trooper: plasma carbine, HL armour	5	6	5	5(7)	7	8	–	
Options								
• Include Spotter Drone in unit @10 pts		• Include Synchroniser Drone in unit @20pts		• Give unit plasma grenades @2pts per model				
• Include Medi-Drone in unit @20pts		• Add up to four Strike Troopers to unit @22pts each		• Give Josen plasma carbine @9pts				
Special Rules								

Command, Follow, Hero, 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.

Wound 3. If Commander Josen fails a Resist test then instead of falling casualty he is wounded instead. Josen can be wounded up to 3 times in this way. Once he has suffered 3 wounds if he fails any further Resist 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 while he is still alive. If Josen himself is killed this restriction will cease to apply.

Steady There, Soldier. Any unit that fails a test against Command, for example units failing an Order test or a Break test, can reroll the dice if Josen is within 10".

Very Well Prepared. This special rule affects the 'Well Prepared' Army Option. If the force includes Commander Josen and the player also includes one or more Well Prepared Army Options, then for every Well Prepared the player pays for he gets one further Well Prepared for free. These 'free' options do not count towards the maximum number of Well Prepared options that can be taken and take up no points out of the normal Army Option allocation, they are bonus free options. For example, if the player's force is allowed a maximum of two Well Prepared options he could buy two options for 5pts each (10pts) and gets an extra two options for free making four in total.



Damage Charts

CASUALTY CHART

D10	Result
1-5	Superficial injuries – our character easily shrugs off these minor inconveniences (with the considerable help of auto-meds). There is no penalty and the character can participate fully in the next game.
6-9	Injuries – our character has been badly hurt. Roll on the Injuries chart. This penalty applies if the character takes part in the next game and ceases to have any effect thereafter. If the character instead misses a game, a full recovery will have been made in time for the following game, in which case no penalties apply.
10	Badly injured – our character has been badly hurt and can take no part in the next game. Roll on the Injuries chart. The result applies for all the remaining games in the campaign. It is possible for a character to be badly injured more than once, in which case apply all the accumulated penalties.

INJURY CHART

D10	Result	Modifier
1	Minor Head Wound	-1 Initiative
2	Serious Head Wound	-1 Initiative, -1 Command
3	Minor Arm Wound	-1 Strength
4	Moderate Arm Wound	-1 Strength, -1 Accuracy
5	Serious Arm Wound	-2 Strength, -1 Accuracy
6	Minor Leg Wound	-1 Agility
7	Moderate Leg Wound	-1 Agility, cannot sprint
8	Serious Leg Wound	-1 Agility, cannot run or sprint
9	Minor Body Wound	If the unit has no pins and suffers 1 pin, it instead takes 2 pins.
10	Serious Body Wound	If the unit has no pins and suffers 1 pin, it instead takes 3 pins.

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. For the notes for how to apply results in different cases see Antares rulebook on page 36.

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.



A C₃ transmat array brings reinforcements down to the planet surface.

“Fate alone has drawn to Xilos not only the warring factions of Ghar Empire and rebels, but the implacable forces of the PanHuman Concord and Isorian Senatex – drawing into a web of destiny peoples and creatures from across the entire Antarean Nexus.”



Allied Concord and Algoryn troops face their common enemy.

BEYOND THE GATES OF ANTARES

Beneath the savage jungles and wild mountains of the newly discovered planet of Xilos lie the ruins of an ancient and powerful people – the architects of the Antarean Nexus – the long-vanished race known only as The Builders. When a Concord expeditionary force arrives to begin exploration of this mysterious world they have a surprise in store – the planet has been captured and fortified by a far more powerful battlegroup from the warlike Ghar Empire. So begins the battle for control of a world that holds the secrets of The Builders and perhaps the key to the secrets of the Antarean Nexus itself!

The Battle for Xilos is a complete **campaign supplement** for the *Beyond the Gates of Antares* game. It features forces from the PanHuman Concord, The Ghar Empire, Ghar Outcast Rebels, The Algoryn Prosperate, the Isorian Senatex, Freeborn and Boromites – but can also be played with any forces or combination of forces the participants wish.

Included in this supplement are:

- Six new narrative scenarios representing pivotal battles during the battle for Xilos from the first orbital landings to the climax deep below ground as rival forces confront the Builders' ultimate creation.
- Campaign rules designed to link the games together, providing for character and army bonuses as forces gain experience, and also suitable for turning any sequence of *Beyond the Gates of Antares* games into a campaign of your own.
- Rules for fighting multi-sided games, games with allied forces, battles with combined armies and further rules for incorporating mercenaries into games of *Beyond the Gates of Antares*.
- An entire new army, the Ghar Outcast Rebels, complete with its own army list and numerous new rebel units, plus two sub-lists representing mercenary Freeborn Adventurers and a hireling Boromite Clan.
- New units, weapons and rules for Isorian Pulse Bikes, Isorian Tsan Ra Troopers, Algoryn Compression Cannons and Bombards, Freeborn Compression Bombard, plus new units for the Ghar Outcast Rebels, including Creeper vehicles, Hybrid Weapon teams, and Flitter Bombs. New equipment, including Synchroniser Drones for Concord, Isorians, Algoryn, Boromites and Freeborn, plus rules for Drop capsules, Support Drone Landers and Kinetic Barriers which also feature in the campaign.
- Six characters from the Xilos adventure including updated versions of Concord Command Josen and Ghar Rebel leader Fartok, plus new characters Freeborn Adventurer Amano Harran, Boromite Clan leader Arran Gestalin, Ghar High Commander Karg and Isorian Drone Commander Xan Tu.



The Battle for Xilos is both a campaign and a source-pack of new scenarios, forces and rules that will take your *Beyond the Gates of Antares* games into the Nexus and beyond!

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