ANTARES: INCISION SHARD

Squad-based conflict in the universe of
Beyond the Gates of Antares

ANTARES: INCISION SHARD

Acknowledgements

Design notes
Quick Reference sheets have been created separately due to layout conflicts.
Minimal colour has been used throughout to save on printer ink.
A comprehensive Contents and quick reference sheet has been used to supplement an Index until time can be applied to the latter.

CONTENTS

INTRODUCTION

Antares: Incision Shard is a small-scale tabletop wargame in which a highly specialised special operations team – an Incision Shard – takes on a number of critical and often secretive missions on the many worlds of Antares. Whilst a game can be played on its own, *Incision Shard* is primarily a campaign game: opposing Incision Shards are sent on a **mission** consisting of a series of linked **scenarios** – games – during which the shard's operatives attempt to achieve an objective but may become injured or fall casualty.

Typically, three to seven combatants are involved on each side, normally five a side plus drones and equipment. The most common sized playing area is 3' ×3' – small enough to fit on a dining room table – and terrain can range from woodland to sci-fi cities and blasted, volcanic moonscapes.

Each scenario they survive earns a shard member experience points (commonly termed XP) and at the end of a mission the surviving members can spend XP to gain new skills. Alternatively, if shard members are killed, retired or do not match the required skill sets, a player can spend XP to bring in completely new team members to their shard!

Key to success in the long term is increasing the right skills to maintain an effective, multi-disciplinary roster from which specialists can be chosen for each scenario. Will a demolitions expert be more important than a marksman? Will a medic be of more use than an infiltration expert? Will a counter-shard operations specialist be more useful than a drone controller?

Only you can decide…

Bootstrap

The following sections in this chapter give background on the Antares universe and explain some of the key concepts in the game. Whilst it might help getting to grip with some of these (such as Wounds), if you're comfortable with wargaming, D10s, order dice and such and are confident in picking up model stats quickly, jump to the Quick Start chapter and scenario on p.11 where you'll find a couple of ready-built starting shards, or go directly to the rules on p.16.

BRIEF BACKGROUND

Far from being just a giant star with a companion binary, Antares and its companion, Obureg, are the visible manifestations of a vast, ancient machine that creates millions of trans-dimensional wormholes through time and space. These wormholes connect a point on or near the surface of Antares to a terminus within a star system. Accessing the wormholes is like opening a locked gate: travellers merely have to transmit the key at either terminus and are pulled into the wormhole to be spat out some time later at the other end.

Transit through the wormholes is two-way – from Antares to a specific star system or back the other way – but travellers in the wormhole are in an isolated bubble of null-space, unable to effect anything around them or change direction. Of course, given that one end of the wormhole is in the photosphere of a giant star at around 2000°K, most travel is within large, well-protected starships!

The gate terminus in a system is at a point dependent on the stellar output of the primary and on a line drawn from the primary to where Antares appears in that star's sky (or where it appears to be, at least). In the Sol system for example, the gate was located just outside the orbit of Pluto, at around 40 AU from Sol.

Periodically, Antares goes through a collapse during which all the gates close and are gradually reopened. When gates are reopened, they are not only at a different point on Antares' surface, but may open to a local time in a system that is merely a few years after the gate closed, or may be thousands of years later. Sometimes Antares never reconnects a system: all that is known is that there must be some intelligence for all systems connected to have a something of interest to an intelligent, space going species, whether that is a large populace, ancient artefacts or plentiful resources.

Antares has undergone six collapses during the time humanity has become aware of the Nexus. During the tens of thousands of years since becoming first aware, humans have evolved into many, panhuman morphs and variants, one being the post-human species called NuHu. NuHu are connected to and control the nanospheres that power and connect the advanced panhuman worlds in ways normal panhumans cannot imagine.

Given that travel between star systems has to be from a system to the surface of Antares, then across its surface to another gate leading to a different system, the political maps are drawn representing the Antarean surface. We are now in the Seventh Age where the Antares Nexus is under the control of three main factions: the PanHuman Concord, the Isorian Senatex and the Vorl. Little is known about the Vorl other than they are very alien and regard humanity as little more than pests to be exterminated.

One of the most interesting areas of the Nexus is the Determinate, a large area controlled by no single faction but in which the many interests vie for control. Here can be found the Freeborn interstellar traders, the protective league called the Algoryn Prosperate, the pitiful and dangerous Ghar and their empire, the genetically engineered panhumans called the Boromites, the Concord, the Senatex and numerous mercenaries and bounty hunters. In the Determinate one finds civilisation,

barbarism and seemingly barren systems waiting for explorers to find out why the gate was created.

It is on these frontier worlds and at the fringes of warzones that Incision Shards mostly operate.

We go into a little more detail about each faction in the section on creating an Incision Shard on p.46. Much more background detail can be found on the Antares Nexus at www.gatesofantares.com.

WHAT YOU WILL NEED TO PLAY

Incision Shard needs a few markers to represent a unit's status or to plot the effects of weapon fire.

Playing Area and Models

Most Incision Shard games are played on a 3'×3' gaming area with between five to eight models a side. Normally, there are only five shard members apiece, the rest of the models being probes, buddy drones or equipment. Almost any models can be used as long as they roughly represent what they are meant to be and players agree what they are.

Occasionally, a scenario calls for a 3'×4' or 4' square table, the size primarily due to the distance to an objective.

Polyhedral Dice

Activities are resolved using ten-sided dice numbered 1 to 10 (D10s – some have a 0 which is used as a 10). A few ordinary six-sided dice (D6s) and three and four sided dice (D3s and D4s) may also be useful to work out different weapon effects.

Order Dice

There are six different orders that can be given to a unit: *Fire*, *Advance*, *Run*, *Ambush*, *Rally*, and *Down*. We use a special six-sided Order Dice (OD) marked with each of these orders, each shard having one of these in for each of their units – and sometimes one or two extra due to special abilities.

During play, order dice are drawn from a bag and placed next to each unit to show the order they have been given. Each side uses different colour order dice so players know who can next activate a team or individual.

Markers & Templates

There are a number of templates and markers used for special munitions and blast effects, most of which will be well-known to players of *BtGoA*.

Pin Markers

Pins reflect the accumulated threat on a unit and decrease its ability to follow orders. We use pin markers or make notes on unit cards to keep track of the number of pins on a unit. There are many different types from dials to simply adding a pin marker each time a unit takes a pin.

Pinning individuals is a key tactic: it is not always all about wiping your opponents from the battlefield!

Wound Markers

Wound markers are used to show an individual is injured, though a note on the unit's card is just as convenient. A Wound acts like a pin in reducing an individual's chance of carrying out certain tasks but cannot be removed as easily as a pin.

Blast Templates

These are circular templates that delineate the area of effect of a munition with the Blast keyword and some special munitions with an area diameter. The diameter of the blast template is given in the weapon's description, typically Blast 2", 3" (most common), 5" or 6".

Special Munitions

These are various effects launched by overhead weaponry to an aim point. A marker is used to indicate where the munitions actually landed. The special munitions typically have a circle of effect centred on the marker.

Other markers

A few other markers are sometimes useful such as '**prone**' markers to indicate when a unit is lying prone, '**broken**' markers to show when a unit has to flee the battlefield, '**unconscious**' markers can show when a model is knocked out. Occasionally, walls are destroyed so a 3" long '**breach**' marker can indicate when a wall is breached and no longer there.

3D printed markers: Prone (duck!), Broken (running away) and Wound markers by – and .STLs available from – Jon Harrington.

Measuring

Measurements are made in inches so a tape measure is ideal (if using 15mm figures, 1cm or ½" works quite well). A 6-inch ruler is also useful for measuring movement.

Ranges are measured from the centre of a base to the centre of the target's base or to the centre of a larger model's hull. For movement, measure from a point on a model's base along the path the model took to the same point when it has finished movement – this allows for some rotation and cornering.

The advanced battlefield technology and targeting devices available to Antarean troops means we can allow

pre-measuring of distances providing it doesn't get in the way of rapid play.

DEFINITIONS

This section explains the profiles and important statistics about each model that are used during play. It is worth spending a little time to familiarise yourself with these core rules as the terminology will be invaluable.

You do not need to learn all of the rules at once as the rules are arranged step-by-step as they are most likely encountered during play. However, knowing where to find a rule is a useful bit of knowledge!

Stats

Every model has a definition called a 'stat line' which indicates the base target numbers to test against when determining the outcome of a course of action made by that model. Incision Shards also have a separate roster list that shows all the stats for each individual plus improvements and experience the shard members may have acquired.

Weapons also have a stat line showing their impact, effectiveness and the ranges at which they shoot.

We'll start off explaining the stat lines for a few models, then move on to weapon stats.

Model Stat Line	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
C3 Trooper Garral 673-207	35	5	5	5	5	5(7)	7	7(4)	1	Panhuman, Concord IMTel, hyperlight armour, plasma carbine, plasma grenades, plasma pistol
Senatex Trooper 'Krick-Na'	41	6	5	5	7	6(8)	6	7(4)	1	Tsan Ra, Senatex IMTel, Large, phaseshift armour, plasma duocarb, plasma grenades, adapted plasma pistol
C3 Scout Probe	5	10	10	–	–	3	n/a	n/a	0	Tiny, Probe, Patch Sighting
Senatex Spotter Buddy	5	10	10	–	–	3	n/a	n/a	0	Tiny, Buddy, Local Patch

Explanation of Model Stats

Points (Pts)

A measure of the model's effectiveness and is used when recruiting new recruits and selecting operatives and equipment from a roster to build a team for a scenario.

Move (Mv)

Indicates the model's maximum move rate in inches.

Agility (Ag)

The target number when sprinting, moving across difficult terrain and tests of physical co-ordination.

Accuracy (Acc)

The target number for shooting.

Strength (Str)

Used when fighting hand-to-hand to determine if a strike hits and is occasionally used in specialist tests or determine the weight of items a trooper can carry.

Resist (Res)

Used to defend against enemy attacks. If the Res stat has a second number in brackets this shows the Res stat including the default bonus from any armour. Armour bonuses can vary depending upon circumstance so are shown separately (see p.40).

Initiative (Init)

Used to make reactions, which we shall explain later in the Reactions section p.30.

Command (Co)

Used when testing to activate a unit or to check its willingness to continue the fight.

Break Threshold (BT)

Used to determine when a model must begin to take Break Tests or when it might run from the battlefield, normally half its Co (round up).

Wounds (Wnd)

The number of injuries – represented by Wound Markers – the model can take before being killed. A value of '1' means the model can take a single Wound marker and fight on, but on receipt of another injury, the model is removed as being permanently out of action. The probe and buddy drone have Wound 0, indicating they are destroyed as soon as they fail a Res save.

Special

This indicates the weapons carried and the special rules that apply to that individual: refer to special rules and *Skill Trees* on p.59 sections for details. In the second example, 'Tsan Ra' shows the Senatex Trooper is an alien Tsan Ra. The Scout Probe is shown as being 'Tiny' and the Tsan Ra as being 'Large' – this largely affects shooting but may also affect what sized tunnel they can go down: if no size is specified, then 'medium' size is assumed.

Weapon Stat Lines

(See overleaf)

Effv, Long, Extr

These are the distances up to which the weapon can shoot at the range band stated. 'Effv' stands for Effective and 'Ext' or 'Extr' for Extreme.

Shots

The maximum number of shots – D10s rolled – fired each time the weapon fires, though some weapons may be hand-to-hand weapons only. If there are more than one shot stated, then the weapon or mode is **rapid fire** (RF).

'SV' stands for **strike value,** a measure of how much of an impact a single hit inflicts on the target.

Attacks

Similar to shots, but the number of hand-to-hand attacks the weapon generates, if any.

Mag Pistol

This is a straightforward weapon with one mode and no special attributes but which can be used in hand-to-hand.

Mag Repeater

Whilst only listed as having one mode, the mag repeater is an RF weapon, meaning it can either fire in its normal, RF mode of two shots at SV0 or can fire in single-shot mode, also at RF 0. The advantage of switching to a single-shot mode is that the RF penalty is avoided.

Plasma Lance

A more complex weapon with three modes listed (in italics). *Scatter* has a fairly short range but with two shots; *Focussed* allows a single, longer-range shot; and *Lance* is even more powerful but suffers a penalty on shooting (Inaccurate): it can be used to destroy walls and doors, however (Breaching).

Example Weapon		----- Range -----			Shots	Attacks	Special Attributes
		Effv	Long	Extr			
Mag Pistol		5	10	20	1×SV1	1×SV1	–
Mag Repeater		10	20	30	2×SV0	–	RF
Plasma Lance	*Scatter*	10	20	30	2×SV0	–	RF
	Focussed	20	30	50	1×SV2	–	–
	Lance	10	20	30	1×SV4	–	Inaccurate, Breaching

Size

Each model has an associated size which we express as **tiny, small, medium, large and huge.** These reflect the physical bulk of whatever is being represented, so a probe is typically tiny, a Ghar Outcast or similarly sized individual small, a human sized combatant medium, a larger alien like a Tsan Ra large and buildings huge. Smaller objects are more difficult to hit whilst larger objects present a bigger target; similarly, smaller models may fit through narrow openings.

Unless stated, models are assumed to be of medium size.

Where the model size is critical to a unit decision, use the largest size of any models in the unit.

Defaults

Unless stated otherwise in the special rules/attribute entry, a model is **panhuman**, of a generic morph and is **infantry**.

Other types may be 'beast', buddy', 'probe', 'equipment', 'gun drone', or may be a heavy weapon used in a scenario such as a Light or Heavy Support Weapon (LSW or HSW). Refer to the chapter on *Special Rules & Attributes* for details.

By default, any weapon is a standard weapon carried by infantry or infantry-like drones.

KEY TERMS

There are a few terms we use all the time so it's useful to clarify them here. We explain how to take a Test in Playing a Game on p.16,

Units & Shards

Members of an Incision Shard may control buddy drones, equipment, objective models or could be large Ghar battlesuits. Rather than say 'operatives and drones' all the time we use the word 'units' to refer to a one or more models that act together and on the same order dice.

A Combat Shard

When grouped together, the team of operatives form a combat shard, an Antarean term that refers to one or more groups of individuals that are operating together to achieve a common objective – from an Incision Shard up to a whole army!

Operatives

An **operative** is a model in a unit that has some degree of agency or which can think and act for itself – a trooper, perhaps, but also a separate beast model obeying the orders of a distant Handler, or a gun drone following the general instructions of the shard.

Infantry, beasts and gun drones are all examples of operatives; equipment models, probes or buddy drones are not operatives as they all require continued direction and control.

We use the term 'sophont' to refer to an intelligent, self-aware being or model that is considered to have a degree of agency and sense of self-purpose above that of the animalistic – the Handler rather than the beast.

Equipment

Equipment items are bulkier objects that another model must carry or push and are assigned to an operative. Most items of equipment are on suspensor fields such that they move freely, but some must be carried. Suspensored equipment must stay within 1" of the model to which it belongs whilst carried equipment must always be adjacent to its controlling model.

Other equipment comes in the form of the ubiquitous probes and buddy drones of Antares. Buddy drones are small drones that follow a controller around and provide

useful functionality such as helping with target acquisition. Probes are like buddy drones but roam around the battlefield.

Infantry

Infantry are approximately human-sized, intelligent, operatives that can operate using their own initiative on foot or using low-grade suspensor fields. Some artificial species such as Virai have drones that are classed and operate as infantry. Infantry are the most common troop type in Incision Shards.

Beasts

Beasts are wild, ferocious animals that are controlled by another operative – a Handler. Most rules that apply to infantry and other operatives apply equally to beasts, except that beasts are limited in their actions when their controller falls casualty.

Beasts cannot be bought equipment or given a skill that controls equipment unless a rule specifically says otherwise.

Gun Drones

Gun drones are intelligent machines that are equipped with infantry weapons and have their own order dice. They are counted as operatives and combatants for a scenario but cannot be upgraded and do not earn XP.

Centres, Bases and Models

At times we refer to models and the centre of their base or lines drawn through their base. However, not all models have circular bases or might overhang their base. Rather than repeat ourselves, it's best to state once that when we refer to a model's 'base' we also mean 'the body of a model that has no base'. In addition, when we refer to 'base centre' we also mean 'centre of the model' – though much of the time on larger models lines of fire have to also be drawn from their weapon.

For larger models, 'body of a model' refers to a significant portion of the model: drawing line of fire to an aerial or to a barely-seen or insubstantial part of a wing doesn't count. Given the variety of models in the Antares range, we cannot give rules for every single model but trust players to decide amicably amongst themselves what is a significant or substantial part of the model.

'Body' and what can be seen

There is a rule of thumb that can be used such that if ½" or more of the target can be seen, then the target can be shot at; a second is that if you can shoot directly at a target then it can shoot at you! This ½" is effectively the same as drawing a line to the centre of an infantry model's 25mm circular base.

Falling Casualty

We use the term 'Fall Casualty' to refer to any attack or effect that overcomes a model's defences and leave it incapable of further action – this normally happens when it fails a Res test and has no more Wounds (see *Stats*, below, and *Wounds* on p.25). Often, this means the object or person represented by the model is destroyed or so severely injured that they need urgent assistance. Rather than litter the table with casualty models (though you are welcome to do so!), we remove a model from play when it falls casualty so it is clear which models are still able to operate effectively.

Individual trooper cards

Rather than use on-table pins, a card can be used for each trooper on a mission (dry-wipe pens and encapsulated cards can be useful).

A sample trooper card is shown below: we often put all the troopers in a game onto a single sheet (refer to the appendices for such sheets).

QUICK START

In this section we'll provide a few starting shards that can be used with the basic game rules, and a data retrieval scenario that can be used with those shards. After choosing a shard from this chapter, each player should read the scenario and can begin play using the rules in the following chapter.

STARTING SHARDS

The starting or example shards comprise five troopers or more plus replacements, all of whom have skills representative of their faction. They amount to approximately 210 XP each – well within the range of a standard sized game of around 200-220 XP from a total of around 300XP. After playing a few games with these shards, players could go on and develop the shard, could use one of the example shards we give with the faction descriptions, or players could generate their own shard from scratch – the choice is up to you and your gaming circle!

Rules for building shard from the ground up are presented later, together with more detailed explanations of the shard's capabilities. For now, we give a standard Algoryn Vector Shard and a Concord Strike Shard, each of which can be built from a single plastic sprue. Squad sheets can be found at the end of this rulebook.

Algoryn Vector Shard

Algoryn society is caste- and extended-family driven, castes being termed 'legers'. Optimate leger members assume leadership and are well-trained and well-equipped, whilst Vector troopers provide the core of a highly professional army. The advantages of a standard Algoryn Vector shard are not only in their Discipline ability but also in their ability to take one or two grenadiers with the flexible micro-x – and overload is not to be sniffed at!

We give two options for leaders with this shard – one with an Optimate leger Commander, which gives many options on specialists, and one with a Vector (warrior) leger sub-officer. The advantage of the latter is that a whole squad can be built from a single plastic Algoryn Infantry sprue. Of course, both leaders could be taken and one trooper or leader dropped from the shard for the starting scenario: Optimates will always take command.

Algoryn Trooper Role	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Optimate Commander	42	5	5	6	5	6(7)	8	8(4)	1	Algoryn Optimate, Leadership 1, reflex armour, impact web, plasma carbine, plasma grenades, plasma pistol
OR Vector AI Sub-Officer	(41)	5	5	5	5	6(7)	8	8	1	Algoryn Vector, Leadership 1, Inspiring 1, reflex armour, mag repeater or mag gun, mag pistol, plasma grenades
Field Medic	40	5	5	5	5	6(7)	7	7(4)	1	Algoryn Vector, Discipline, Medic 1/6, reflex armour, mag pistol, plasma grenades, mag gun
Grenadier 1	41	5	5	5	5	6(7)	7	7(4)	1	Algoryn Vector, Discipline, reflex armour, mag pistol, plasma grenades, micro-x with overload + Scramble 3" + Scoot 3"
Grenadier 2	41	5	5	5	5	6(7)	7	7(4)	1	Algoryn Vector, Discipline, Rough Fighter 2, reflex armour, mag pistol, plasma grenades, micro-x with overload
Ops Specialist	42	5	5	5	5	6(7)	7	7(4)	1	Algoryn Vector, Discipline, Countershard 1/6, Forward Observer 1, reflex armour, mag pistol, plasma grenades, mag gun
Total	**206**				Or 205XP if Vector AI Sub-Officer chosen over Optimate Commander					
Algoryn Standby Troopers										
Sharpshooter	43	5	5	5	5	6(7)	7	7(4)	1	Algoryn Vector, Discipline, Marksman 2 (mag gun), reflex armour, mag pistol, plasma grenades, mag gun
Grenadier 3	47	5	5	5	5	6(7)	7	7(4)	1	Algoryn Vector, Discipline, Rough Fighter 2, reflex armour, mag pistol, plasma grenades, micro-x with overload + Scramble 3" + Scoot 3"
Total	**296**		(4XP remaining out of 300)							

C3 Strike Shard

The Panhuman Concord is run by a group of highly intelligent, evolved humans called NuHu. These Mandarins, as they are called, are in a symbiotic relationship with the IMTel – a vast, **I**ntegrated **M**achine In**tel**ligence based on a pervasive nanosphere. Whilst the Concord is mostly formed of panhumans of all phenotypes, it also includes some aliens and one or two very different panhuman morphs.

The Concord's army is the Concord Combined Command – the C3. The IMTel selects citizens from the millions of Concord planets who it considers are best able to take to the military lifestyles. The C3 shard (that part of the IMTel that manages the C3) equips its troopers with the best weapons its near-post-scarcity society can manufacture.
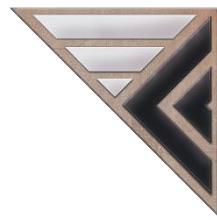
The example squad includes a Krasz morph as a hand-to-hand fighter as well as the standard lance trooper. The Krasz may be replaced by a Strike Sharpshooter, the advantage being that an effective, 5-strong shard can be built from a single plastic Concord sprue.

C3 Trooper Role	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Strike Leader	40	5	5	5	5	5(7)	7	8(4)	1	Panhuman, Concord IMTel, Leadership 1, hyperlight armour, plasma carbine, x-sling with slingnet, plasma pistol
Operations Specialist	49	5	5	5	5	5(7)	7	7(4)	1	Panhuman, Concord IMTel, Dronesync 1, hyperlight armour, plasma carbine, plasma grenades, plasma pistol, Medi-Probe 7
Strike Trooper 1	37	5	5	5	5	5(7)	7	7(4)	1	Panhuman, Concord IMTel, hyperlight armour, plasma carbine, plasma grenades, plasma pistol
Lance Trooper	39	5	5	5	5	5(7)	7	7(4)	1	Panhuman, Concord IMTel, hyperlight armour, plasma lance, plasma grenades, plasma pistol
Krasz Trooper	44	5	5	5	7	6(8)	6	7(4)	1	Krasz, Concord IMTel, Rough Fighter 1, hyperlight armour, Krasz plasma carbine, plasma grenades, plasma pistol
Total	**209**									
Concord Standby Troopers										
Strike Sharpshooter	45	5	5	5	5	5(7)	7	7(4)	1	Panhuman, Concord IMTel, Marksman 2 (plasma carbine), hyperlight armour, plasma carbine, plasma grenades, plasma pistol
C3 Gyohn Strike Trooper	45	5	5	5	5	6(8)	7	7(4)	1	Gyohn, Concord IMTel, Stoic 1, hyperlight armour, plasma carbine, plasma grenades, plasma pistol
Total	**299**	(1XP remaining out of 300)								

INITIAL SCENARIO

A game of *Antares: Incision Shard* is defined by the current scenario which sets out the minimum and maximum troops involved, gives the rewards the survivors receive for completing the objective set in the scenario, and details the hazards involved. We will use the following mission definition as an example and explain what each section means: the scenario is also one that can be run through using the basic, five-member shards provided above – we recommend 210 points are used as the shards are already created.

Scenario 1: Data Retrieval

Surveillance data has been transmitted to a ground station but the satellite from which it came has been shot down so can no longer be interrogated. You must retrieve the data from one of a number of data access nodes and, if possible, stop the data falling into enemy hands.

Recommended XP:	**200-250** (210 is recommended for the starting/example shards)
Combatants:	3-7
Difficulty:	**Medium**
Objective:	Retrieve data from an access node and escape off the table.
	Total Success (7XP) = any team member who retrieved the data escapes off the table without the opposition doing so;
	Partial Success (5XP) = both sides escape a team member off-table with the data;
	Partial Failure (4XP) = data is not retrieved but the enemy suffers at least 50% casualties;
	Failed (3XP)= other circumstances.
Setup:	The table should be crowded with plenty of screening and blocking terrain: a building adjacent to the access nodes is not inappropriate. The first of three data access nodes is placed 5" in from two adjacent side edges and the remaining two approximately 5" further along but still 5" from the edge (see diagram). Ensure there is equality of access to the nodes .
Deployment:	There is no on-table deployment: each team member arrives in the first turn from the midpoint of a board edge opposite the data nodes. Teams should dice to decide from which entry point they arrive.
Scenario Ends:	The scenario ends at the end of a turn in which any team member escapes off the table with the data.
Special:	An escaping team member who has the data may be broken or injured but must leave the table along the edge within 6" of their arrival point (sometimes called the middle table edge sector).
	Retrieving the data requires a Rally order to be made by a sophont (i.e. not a Beast or gun drone) whilst within 1" of an access node – make a note of the individual who has retrieved the data.
Variant:	An advanced version of the game allows for the data to be shared with another team member providing the members are adjacent to each other and one or the other makes a Rally order – either team member can escape and achieve victory.

SCENARIO: DATA RETRIEVAL

Escape Zone Team A (12" wide)

Arrival point team A

Arrival point team B

Escape zone team B (12" wide)

Access nodes

5"   5"
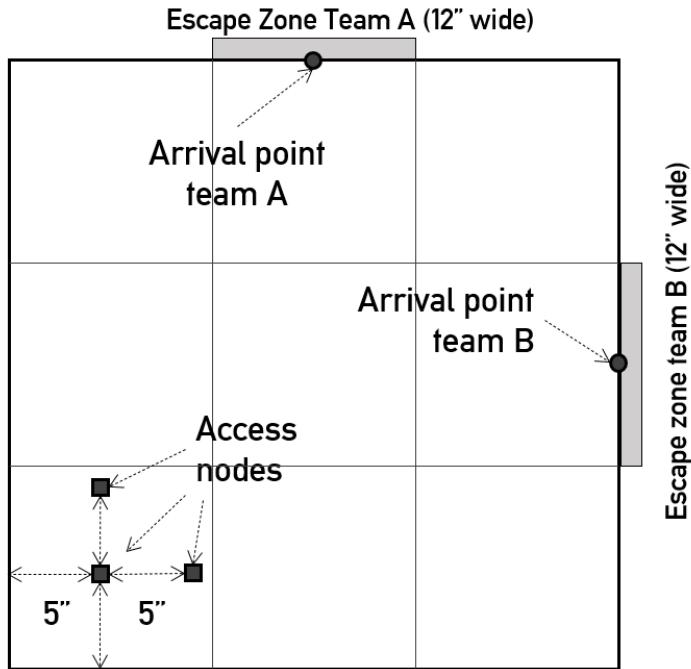
Recommended XP

Each scenario has a recommended XP range assigned to it. Players should decide themselves exactly what points they wish to use for each scenario, but the Recommended XP range can help set expectations. Once players have agreed a XP value, they can select any operatives, drones, probes and items of equipment they wish from their roster up to this total.

Whilst 200 points is a good starting or general XP value, the starting shards are deliberately built with a range of

interesting skills so players building from these shards should use 210XP to start with.

Combatants

A player must select at least the minimum number of combatants to form the team involved in the mission and cannot choose more than the maximum.

Scenario Difficulty

Difficulty states roughly the challenge posed by the scenario. At the end of a game, the shard and each surviving member of the shard who took part earns XP depending on the level of success achieved by their shard. At the end of a mission, XP can be used to purchase equipment or improve operative's skills.

XP given to surviving operatives is termed 'operative XP', whilst that given to the shard as a whole is 'shard XP'. Shard XP can be regarded as a shared bank account and can be used to buy any member weapons and equipment such as probes or buddies, or can purchase extra operatives, drones or beasts. An operative's XP can be used to develop their skills or buy them weapons and equipment (if they can receive equipment).

The levels of success in each scenario are as follows:

- **Failure** (or 'sub-optimal outcome' as the IMTel likes to call it), where none of the goals or objectives were achieved;
- **Partial Failure**, where one or two goals were met, or the opponent was hampered to some degree;
- **Partial Success**, where the shard managed to achieve most of its goals but with some less-desirable results; and
- **Total Success**, where the shard achieved all its objectives. Note that a Total Success does not have to mean every member of the shard survived, but one member should survive, at least!

Information and rules for XP earned, skipping scenarios and temporary operatives are all given in the *Missions* chapter on p.71.

Difficulty Guidelines

Difficulty can be assessed through the measure of risk to the combatants or the complexity of the task and is often best worked out through playtesting. Some guidelines we found to be useful are:

- A **low** difficulty scenario might be one that focuses on movement or retrieving one of a number of things from the centre of the table.
- A **medium** difficulty scenario could still be movement or retrieval but from or to the other side of the gaming area, as we have here, or from a confined space or has limited resources.
- A **hard** scenario might be one that triggers close combat from the very start or which requires the retrieval of a single, specific person or object (a zero-sum game) – in such a situation, lower levels of success might be granted if the goods were damaged or the person injured, or if the shard inflicted

substantial casualties on their opponent but still failed to achieve their primary objective.

Objective

This states why the shards are participating in the scenario and how to achieve that purpose. In Scenario 1, the objective is for a sophont to execute a Rally order when adjacent (with 1") of a data access node.

Whenever an objective locale or node is stated, the objective is indicated on the table by an objective marker – in this instance a screen or set of controls.

Following the objective, the degrees of success are listed and how to achieve that success level. Whilst Antarean communication are excellent, in most Incision Shard operations the defenders will have comms scramblers in effect so that only some data will be able to be transmitted: here, to be sure of success the extracting individual has to carry off a copy of the data, most likely loaded into their armour's memory or onto a personal data storage device possessed by most Antares citizens.

Setup

This contains instructions on what terrain or special items to place on the tables. *Incision Shard* is normally played on tables measuring 3'×3', but some scenarios may require larger tables.

During set-up, players place areas and items of terrain on the table to represent the world and environment in which the shards are operating – desert, temperate forest, ice worlds, a lava-ridden moon or whatever. In general, players should place at least two terrain elements, obstacles or areas per 12" square table sector – three or more if elements rather than areas. Most of the playing area should be open, offering no cover and does not hinder Line of Sight (LoS) nor Line of fire (LoF). See *Terrain* on p.20 onwards.

Deployment

Deployment is either on-table or an arrival point is specified.

If deployment is on-table, the area within which a shard is first deployed is decided or diced for: then place each Shard's order dice into the bag (excluding extra dice like IMTel dice) and draw as if running through the first turn but no activations are made. Instead, as each order dice is drawn, the player to which they are assigned must place a unit on the table within the deployment area.

The game starts once all units are deployed.

If there is only an arrival point or arrival zone specified, no deployment takes place but the shard members must come onto the table with a Run or Advance order from the point or from a point within the arrival zone. Units arriving in such a fashion may send their probes on first, or may keep them compacted. At no time may a unit coming onto the table assault another that is already on the table.

Scenario Ends

This states the conditions at which the game should stop. This is normally during Phase 2.i in a turn during which an important event occurred, such as a victory condition being met. However, a scenario may end at some other time or immediately an event occurs.

Special/Variant

This outlines any special events or actions that are applicable to the scenario, especially the specifics of how to retrieve something or how to operate an item such as a transmat.

Here we describe how to retrieve the data from a data node and also make a suggestion as to what to do if the scenario is run again.

The 'Variant' paragraph does not always appear but is shown here as an example of how some scenarios might have tips on varying objectives or play when re-run.

PLAYING A GAME

The following sections outline how to play the game along with the rules. They are laid out in the sequence they are most likely to be encountered: the structure of a turn; then how to assign orders; then how to carry out movement and shooting; and ultimately when and how to take a break test, which occurs when a shard member might be under too much pressure to continue.

The less often encountered rules are placed at the end, these including assaults or hand-to-hand combat and making reactions to an active player's action.

In general, there are no time limits for a game, a game continuing until the victory conditions for the scenario are met. We would expect most games to be completed with 75-90 minutes.

We start off with explaining how to take a test – the chance of succeeding at an task such as shooting – and then go straight in to the sequence of events in a turn.

Taking A Test

Shooting, hand-to-hand combat and other, challenging activities are resolved by rolling a D10 and comparing the result against a target number (tn) required for the task.

The target number is normally based on one of the stat values, such as Ag or Acc. This value is modified by adding or subtracting a number of situational modifiers to gain a final target number. The D10 roll is then compared against the tn to see what happens.

The results are generally as follows:

- A 1 on the dice is an **automatic success**, irrespective of the target number.

- A 1 may also be a **decisive success**, meaning something advantageous occurs. This only happens where the target number is 1 or more after all modifiers.

- A result less than or equal to the tn is an **ordinary success.** If the tn is 0 or less, a roll of a '1' is still an automatic success but is not decisive.

- A result greater than the tn is a **fail** – the shot missed, a trooper tripped, or similar.

- A 10 (a 0 counts as 10) on the dice is always an **automatic fail**. Further, whilst some special attributes allow for a reroll on a failure, a 10 may never be rerolled. Even though a tn may be higher than 10, the dice still has to be rolled in case an automatic fail occurs.

- A 10 may also be a **fumble**, meaning something disastrous may happen. A fumble only occurs when the target number is 10 or less.

When making tests for multiple attacks at the same time, such as from a rapid fire weapon, it helps to roll all the dice together. Where it is necessary to distinguish scores roll separately or use a differently coloured dice for different results.

Mixed Stat Tests

Occasionally, the members of a unit have different stats, or may have access to use the raw Init or Co of another model on their force. In general, the stats to use are:

- For individual tests such as shooting (Acc), saves (Res) or hand-to-hand (Str), use the individual's stat value;

- physical tests or activities that affect movement such as Ag or Mv use the **lowest** appropriate stat value in the unit;

- morale or intellect tests such as Init or Co use the **highest** Init or Co in, or accessible by, the unit.

A TURN

Most scenarios are not time-limited: the game continues until one side or other achieves its objective. Each turn breaks down into two phases: the 'orders phase' during which all units that can make an actions, and the 'turn end phase' when various tests and declarations are made in preparation for the next turn.

After setting up the table and before starting play, take all the order dice for each side and put them in a dice bag or other opaque container from which the dice can be drawn at random.

1. Orders phase

During the orders phase, the following steps are iterated.

1. **Draw**. Randomly draw an order dice from the dice bag and hand it to the player to whom it belongs.
2. **Allocate Dice**. The player chooses a unit that has not yet received an order dice and gives it an order. Place the dice next to the unit showing the order selected.
3. **Order Test**. If the unit has pins or any Wounds, the unit takes an order test. On success, the unit removes a pin and performs its action; on failure, the unit goes Down and turns its order dice to show Down.
4. **Action**. If the unit is now on Down, Fire, Run, Advance or Rally, it is **activated** and its player works out its action.
5. Back to 1, **Draw**.

Once all eligible models have received their orders, the orders phase ends and the turn end phase begins.

Order Dice Allocation

Whilst a player can choose which unit receives the order dice when it is drawn, units on the table *must* be allocated an order dice during a turn if there are any available – a

player cannot just ignore a dice allocation. Some special abilities allow a shard to have extra, unallocated dice left in the bag or put to one side: such unallocated order dice do not have an order as only units can be given orders!

2. Turn End phase

After all units have received their order dice and been actioned, order dice are gathered up and returned to the dice bag with the exception of **retained** orders. The sequence in which you do these things normally isn't critical, but where it makes a difference use the sequence given below.

1. **Check winner/loser.** If the scenario says to check for winners or losers, do so now with the units in the state they are at this point before continuing with the remainder of this phase.
2. **Down/Recovery Tests**. Units with a *Down* order can choose to retain the order from one turn to another. If they do so, they automatically remove a single pin. Otherwise, a unit with a Down order who wishes to return their dice to the bag must pass a **recovery test** to remove their order and return it to the dice bag. See p.18, below.
3. **Retain Order**. Models with an *Ambush* order can choose to retain the order from turn to turn. See p.18. Other models may have abilities that allow them to retain other orders.
4. **Special Munitions Effects**. Check to see whether special munitions or other effects last into the next turn: for each munitions marker, roll a D10 and on a 1-5 the effect continues to last into the next turn, otherwise the effect ends and marker should be removed from the table.
5. **Off-table OH Fire.** Calculate the actual target point and effect of incoming, off-table OH fire (which could be a special munitions marker).

Destroyed models and Order Dice

As soon as all the operative in a unit falls casualty not only are the models removed but the unit's order dice is also removed from play and put aside. If the unit's order dice is in the bag, remove it from the bag.

Reactions

When a unit makes an action, opposing operatives are allowed to try and react immediately in some situations. An enemy's reaction is worked out either before, after or at the same time as the active unit's own action depending on the type of reaction involved. The rules for reactions are covered in the Reactions part of the rulebook. See page 30.

Advanced Rules: Reactions

Whilst reactions add a great deal to the game they are a little more complex than orders and are advanced rules. When learning the rules, it can be a great idea to ignore them until more confidence is acquired with the basic rules.

Orders & Order Tests

If a unit has no pins or Wounds, then it automatically carries out the order it is given: activate the unit and carry out its actions.

Similarly, if a unit is given a Down order, then it automatically goes Down and does not remove any pins.

Otherwise, if a unit has any Wounds or pins, then it must take an order test (a Co test) with the penalties stated in the Order Test Table and then do the following based on the test result:

Order Test Results

- On a **success**, the unit removes a pin and carries out its action;
- on a failure, a unit does not remove a pin and goes Down: it may also dive prone.

Some special abilities may allow the use of a Co from a commander in a different unit, or the unit members may have different Command ratings: in such situations, use the highest Co allowable.

When receiving an order, the order dice is placed beside the unit with the order given showing face up: this is its current order. If the unit is forced to make a different order, such as go Down after failing an order dice, change the order dice's topmost face to show the order actually enacted.

The Order Test table (overleaf) gives an explanation of each order and what the test requires if the unit has any pins or wounds. Where the order refers to Movement, see the rules on p.18; for Shooting, p.22; and for Reactions, refer to p.30.

Order Test Table

Order	Summary of action	Order Test
Fire	The unit maintains its position but may pivot its models to face a target and shoot its weapons with an Aimed Fire bonus. A unit need not actually shoot if it has a Fire order.	Command -pins -wounds
Advance	The unit moves once and shoots its weapons. Units don't have to move or shoot when given an Advance order, but must complete any intended move before shooting.	Command -pins -wounds
Run	The unit moves twice its Mv and may sprint but cannot shoot.	Command -pins -wounds
Ambush	The unit maintains its position, does nothing on receiving the order dice, and waits for enemy activity so it can make an automatic Reaction.	Command -pins -wounds
Rally	The unit maintains its position and attempts to recover its fighting efficiency by shedding pins: on success, remove 3×pins in addition to that removed as a result of the successful Order Test. The Rally order is also used to carry out unusual or mission-specific actions.	Command -wounds
Down	The unit maintains its position, activates any defences, may go prone and makes maximum use of whatever protection is available. A unit going Down does **not** remove a pin as it does not take an Order Test.	Automatic

Retained Orders

At their player's option, any unit that end their turn on Ambush or Down can retain that order across the end of a turn. Units that retain Ambush or Down orders begin the following turn with their order dice in place and are regarded as having received an order dice for that turn.

Other kinds of order can only be retained if units have special rules that allow them to do so.

Recovering Down Orders

A unit retaining its Down order rather than attempting a recovery test automatically recovers one pin.

Units that end their turn Down but who wish to recover the order dice to the dice bag must take a **recovery test**.

Recovery Test

A recovery test is a Co test which uses the highest Co in the unit or can use the normal Co of nearby models with the Command special rule – see the *Command* special rule for details.

Recovery Test =
Unit's current Co
- current number of **pins**
- total of all the Wounds on models in the unit
+ any special Co bonuses

The results of the recovery test are similar to the order test:

Recovery test results
• On a **success**, the unit removes a pin and returns its dice to the bag;
• on a failure, the unit does not remove a pin and remains Down.

Removing Wound Markers

Whilst pin markers are removed by retaining Down orders, recovery tests, Rally orders or by an order test, Wound markers represent significant and severe damage to the individual. Wound markers can only be removed by a medical specialist with a suitable attribute such as *Medic*.

MOVEMENT

Units can move when activated with an Advance or Run order, when withdrawing after an assault, and when making Dash to Cover, Escape or Countercharge reactions.

A model's move rate in inches is indicated on the its statline under Move (Mv). When a unit is given an Advance order its models can move up to its Mv rate; if given a Run order, its models can move twice (2×Mv).

Measure the move from a point on the model's base or from its body if it is a model that lacks a base or where the model is larger than the base. Models are free to face any direction as they move, but no point on base or model's body can move further than the Mv distance.

Formation and Separation

Maintaining 'formation' means that models in a unit must remain within 1" of the operative in that unit and must not be distanced from that model by intervening terrain that blocks sightlines.

Maintaining 'separation' requires that no model may end its move closer than 1" to enemy models *except* where specifically required to do so such as to initiate hand-to-hand combat.

Free Attack

Movement that passes within 1" of an enemy model other than in the first 1" of a consolidation move allows the enemy an immediate, free, hand-to-hand attack with whatever weapon they have: the active model cannot defend itself (see *Assaults*, p.28) and the attacker need not make a reaction to do so.

Differing Mv

When a unit includes models with different Mv rates the unit must still end its movement in formation.

Interpenetration

Infantry, equipment, buddy, probe and beast models in the same force can pass freely through each other: we assume individuals move at the same time and don't get in each other's way! Other models hamper movement and must be moved around or over, perhaps with a suitable climbing check.

Moving Separate Weapons & Equipment

Separate weapon, equipment and buddy drone models move and are repositioned with their operator as required.

Dive Prone

Any model can go prone – drop to the ground – at the end of any activation or reaction or at any point during movement. This includes if going or being forced Down, failing to recover an order dice and remaining Down, or making a consolidation move.

Going prone incurs no penalty on movement. Place a suitable marker beside the model or tilt it onto its side. When on its side, treat the centreline of its torso as the 'base centre' when determining LoS **to** the model and its head when determining LoS **from** the model.

When a prone is to go prone should be stated prior to movement – if Ambush Fire is declared against a unit mid-way through its movement, it cannot suddenly change its mind!

Prone Bonuses/Penalties

Prone models present smaller targets at longer ranges against direct fire and are also taking advantage of minor undulations or fauna to protect themselves (we don't need to place such cover on the table but just assume it is there).

Getting up from being prone costs ½×Mv (so a target with Mv 5" must spend 2.5" clambering to their feet).

Crawl

A prone model can crawl at ½×Mv and remain prone, even when making a consolidation move. Suspensored items like probes or buddies are assumed to be bumping along the ground carefully.

Climbing

Climbing is carried out at ½×Mv vertically (so a typical 2" wall takes 4" off Mv) and also requires a Movement Test (see p.20) unless there are sound ladders or very good climbing aids available. A low wall or a few boulders need not require a climbing test but may require a Movement Test.

A failed climbing test means no distance can be climbed.

Climbing down 1" or a distance up to the height of a model is a simple jump and needs no test.

Jumping

Jumping across a narrow crevasse or a gap up to 1" wide does not require a Movement Test but the width of the gap is included as part of the movement. Otherwise, a Movement Test may be taken to jump 3" horizontally or 1" vertically for small or larger creatures: tiny creatures an swarms can only jump ½" before needing to make a climb test.

Large and Huge models may jump across a 4" gap; small and tiny models across a 2" gap.

For jumping *down* see climbing, above.

Hampered

Models are *hampered* when they are carrying a substantial object such as a captive or sizeable piece of equipment.

Hampered models suffer a -2 penalty on shooting, hand-to-hand attacks and to Ag; their base Mv rate is also reduced by 1". They must also make a Movement Test when jumping.

Capture

A sophont, or a beast with the Capture keyword, may capture an **adjacent** object or an Broken, unarmed or unconscious being. They do so at the end of their activation or immediately prior to any consolidation move (see Knockout, p22).

To do so, they merely state they are capturing the captive or object– typically by picking it up and securing it. In the case of beasts the object would be in their teeth or in a compactor pouch and a captive will be hassled along by the beast.

Gun drones cannot capture opponents.

Captives

A captive immediately loses all pins, order dice, equipment, carried objectives and weapons and is placed under the control of their captor: they effectively become (unwilling) members of the captor's unit. An objective or critical object dropped by the captive may be immediately picked up by its captor as part of the capture process.

A captor is considered Hampered when moving their captive(s).

A captive retains any Wounds or Broken status it might already have, but these do not apply to any test the captor makes. A captive who is freed regains their OD and retains their Wounds and Broken status.

Carried Objects

Unless stated otherwise in the scenario, assume any carried objective is small enough to be carried by an operative without hampering its carrier.

Non-Operative models can carry...

Beasts and gun drones in Incision Shards are given training in the use of small compactor, data storage or suspensor units that they use to carry small objects.

Picking Up Objects

Whilst a scenario might have rules for acquiring objects or data in the first place, objects dropped by a casualty or unconscious model can be picked up by any operative that ends an activation within 1" of the object. This means that the winner of an assault could pick up items dropped by the loser.

Transferring Objects

An operative who ends their turn within 1" of an allied operative may be given a single object the ally is carrying (as if picking it up).

Captives (see below) can also be transferred in this fashion.

Leaving the Table

A model that leaves the table cannot return. Unless it satisfies a victory condition it is counted as lost, though retains its injury status for subsequent scenarios in the mission.

Probes and Buddy drones

For movement purposes, probes and buddy drones ignore the effects of terrain.

Probes are exempt from formation and separation rules as they typically skim higher than many combatants or are nimble enough to avoid direct contact.

TERRAIN

We need to take a bit of an aside, here, to deal with terrain – the items placed on the table to show the area across which the shards are fighting. In summary, terrain is 'what you see is what you get': a rock is a rock, a tree a tree, a bush a bush, an area of industrial detritus just that, and so on.

There are countless environments in which an Incision Shard may operate, so we try to simplify the rules dealing with terrain to keep the game moving quickly. Players may, however, add more depth to these rules to reflect their own terrain items so these rules can only be guidelines.

Terrain Summary

Before they begin the game, players should agree between themselves what hindrance each type of terrain offers during play in terms of:

- **movement**, perhaps requiring an Ag test to cross;
- **concealment,** which gives Acc penalties to shooting and line of sight (LoS); and
- **cover**, which grants a protection bonus to a defender's Res.

Apart from massive items such as giant mesas or buildings, we refer to three different terrain types:

- specific terrain **elements** such as a tree, rock or crate;
- linear terrain from ½" to 2" across that is longer than it is wide and referred to as an **obstacle**; and
- a delineated area on the ground that hinders movement referred to as **area terrain.**

Hills and slopes may have other terrain items placed on them.

Terrain and Movement

From a movement perspective, terrain is classed as **open**, **difficult** or **impassable**:

- **Open** terrain offers no hindrance to movement;
- **Impassable** terrain – typically wide, deep fissures, solid walls or mesas, or deep water – cannot be crossed unless an AG chute, suspensors or similar device is available to the model crossing, in which case the terrain is treated as open;
- **Difficult** terrain offers a challenge to those passing across or through it and requires a Movement Test as soon as the terrain is entered or crossed – sometimes the area imposes additional penalties to the Movement Test and specific damage or effects on a Movement Test failure.

Examples of areas of difficult area terrain are a boulder field, marsh, industrial detritus, dense scrub or undergrowth. A line of bamboo would offer concealment and be difficult to pass through, but would offer little in the way of cover unless very mature. A rivulet might either be an obstacle that could be jumped over whilst a deeper river might be a meandering area of difficult terrain that needs to be waded.

Movement Test

To carry out a Movement Test, roll a D10 against the unit's Ag modified by the following:

Movement Test =	
Current Ag	
-1	Per Wound on any model in the unit
-2	If any model in the unit is hampered
-1 to -3	Additional penalties from terrain

Compare the result against the unit's Ag:

Movement Test Results
• On **success**, the unit can complete its move into and through the area or across the obstacle this turn without penalty;
• On a **fail**, the unit can complete its move but does so at half pace through the area terrain for which it failed its test, or for the rest of its move if crossing an obstacle.

For example, a model with a Move of 6" fails its test whilst 2" from the edge of a boulder field. It can move 2" through the boulders which counts as 4", and a further 2" beyond.

Terrain items can vary widely so apply the failure on a Movement Test as seems sensible. For example, if an awkward obstacle is the maximum 2" wide it may be that the unit has insufficient move to cross, in which case it should halt immediately before the obstacle. Crafty players may note that there is nothing to stop a model climbing on top of an obstacle – which is fine if both players agree – but would have to make another obstacle test next time it moves. Being on top of a large obstacle in this way is useful if a model does not have enough move to cross in one turn: obstacles are not meant to be insurmountable!

Terrain and Cover

Cover is only gained by being behind a solid piece of terrain such as a rock, a tree, a crate or an item of equipment. We recommend players may it clear when any of their models are in cover.

Cover bonuses to Res are:

- +1 for soft, squishy cover such as wood;
- +2 for a solid piece of rock or emplaced sandbag;
- +3 for specially built fortifications.

We cannot give complete rules for every situation except the overriding guidance that a model is only be protected by an item of terrain when players agree that an terrain is large enough to afford the protection required, and a targeted model has a substantial portion of its body directly behind the item.

Players may agree that some terrain areas, such as extensive roots, low walls or fissures, may grant cover to prone models even if such terrain does not normally do so.

For example, a wall, may block LoS for those hunkered down – prone – behind them rather than offer a cover bonus.

Terrain and LoS

As far as LoS is concerned, terrain is either:

- **clear**, offering no impediment to LoS;
- **concealing**, indicating the terrain or obstacle obscures whatever lies beyond it; and
- **blocking**, indicating LoS or LoF cannot be drawn through the item.

Refer to the shooting section for the effects of terrain on LoS and LoF (p.22).

Example Terrain

Commonly encountered terrain items are listed below. Players are encourage to make their own terrain effects based on the terrain items they have available!

The 'Movement' column not only indicates if the terrain is difficult but also shows the penalty to the Ag test required to cross or enter the terrain.

Terrain/Obstacle	Movement	LoS	Cover
High Crops	Difficult	Concealing	–
Low Crops	Difficult	Concealing [Pr]	–
River	Difficult	Clear	–
Sea	Impassable	Clear	–
Large boulder	Impassable[1]	Blocking	+2 Res
Line of bushes	Open	Concealing	–
Line of boulders	Difficult	Concealing	+2 Res
Wall	Difficult	Concealing	+2 Res
Dense Scrub	Difficult[2]	Concealing[Co]	–
Rocky area	Difficult	Open	+2 Res[Pr]
Large tree	Impassable[1]	Concealing/ Blocking	+1 Res
A bush	Open	Concealing	–
Tree stump	Open	Concealing	+1 Res
Boulder field	Difficult-1	Concealing[Co]	+2 Res[Bo]
Lava stream	Difficult-2	Open	–

[1] Impassable to those crossing over it, that is: it may be climbed or walked around.

[2] Rarely, the scrub may be open

[Co] Only if LoS passes through an item of undergrowth or over a boulder that partially conceals the target

[Pr] If prone and vs shooting from beyond 10", otherwise no Cover or is Clear.

[Bo] If prone behind a boulder, LoF to a target is most likely out blocked.

Special Terrain			
Lava field	Difficult-3[Res]	Open	–
Fortified Wall	Difficult	Concealing	+3 Res[Fort]

[Res] On an Ag test failure, add 1d3 pins.

[Fort] Someone sheltering behind a fortification may be completely out of sight of the shooter.

SHOOTING

Units shoot when activated with a Fire or Advance order or are reacting to an enemy's action when their reaction (Ambush Fire or Stand and Shoot) is converted to a Fire order.

We differentiate between line of sight (LoS) – whether or not the shooter can see the target – and line of fire (LoF) – whether or not the weapon can shoot at the target. We also differentiate weapons by range, modes of shooting, by ammunition types and whether or not a weapon can shoot overhead (OH).

Shooting Sequence

In summary, the shooting sequence is as follows:

1	Declare shooters, weapons and modes	Declare which models and weapons are shooting and the modes and loads for the shooting weapons
2	Declare target	Nominate the enemy unit to shoot at and measure the range
3	Check line of sight (LoS) and line of fire (LoF)	Check whether shooters and weapons have LoS and LoF to their target – if not, the shot is wasted
4	React	Target may react by returning fire or running away (see *Reactions, p.30*)
5	Resolve shooting	Work out shooting, remove any models that fall casualty, add a pin on the target unit for each casualty, add Wound markers to those models that received Wounds, and add a pin if the unit was shot and was vulnerable but received no damage
6	Take break tests	The target takes any break test required

Step 1: Shooters, Weapons & Modes

Having declared shooting is to take place, the player states the models and weapons that are shooting and the modes and ammunition that those weapons are to use. Not all models in a unit need shoot and models may shoot at different targets and with different loads.

Many players allow their opponent to change the weapon once ranges or LoF has been determined as it saves time and remeasuring!

Unless a skill states otherwise, only one weapon and one type of munitions can be fired by a model each activation. Players can measure ranges before deciding which enemy to shoot at.

Rapid Fire

Weapons which have the **rapid fire** (RF) attribute may shoot either in RF mode – in which case they incur a -1 RF penalty per additional shot – **or** may shoot in single-shot mode at the same SV. The may make as many shots as they wish up to the maximum for the weapon.

RF shooting may also target as many enemy models as the RF attribute providing the targets are within 1" of each other.

> *For example, a Tsan Ra's duocarb has an RF3 mode at SV 0 as well as a single-shot mode at RF3. Given the RF rules, the weapon can be fired with 1 shot at SV 0 or 3 with no Acc penalty, 2 shots at SV at an Acc penalty of -1 or 3 shots at SV0 with an Acc penalty of -2.*

> Some special attributes allow the shooting of more than one weapon simultaneously: refer to the attribute for any Special Attributes associated with that dual-fire.

Knockout

Knockout attacks are attempts to make a target unconscious. The Knockout attempt must be declared as if it was a weapon mode and can only be made by:

- ranged weapons with a Knockout keyword;
- any **hand-to-hand** attack (see Assaults, p.28) made by an attacker with the Knockout keyword.

On a Res Test failure, the target of a Knockout attack is unconscious and does not become a casualty or suffer a Wound. Turn the target's order dice to Down and give them an *extra* pin (instead of taking the Wound – see Pins, p25).

An unconscious target remains unconscious until it makes a successful recovery test: a suitable marker may be useful. An unconscious target may be made captive by an opponent – see Capture, p.19 – at which point it also becomes conscious (but unable to act until it is freed – imagine the model being too groggy).

A Ghar battlesuit cannot be knocked out: for the purposes of knockout, they are not living creatures though their internal controllers are!

Step 2: Declare Target

Any enemy model (or closely-grouped models in the case of RF shooting) is a valid target, even buddy drones and equipment. Valid targets also include buildings, an objective, or for OH or blast fire, a spot on the battlefield or an item of terrain.

Step 3: Lines of Sight and Fire

A shooter must be able to draw Line of Sight to its target model or point. If shooting OH, a shooter may use a patched observer's LoS to the target (see *OH Fire*, p.25).

Irrespective of LoS, a weapon must be able to draw a Line of Fire (LoF) to its target.

LoS and LoF are both assessed by imagining a line drawn from the base centre of the sighting model to the base centre of the target or to the body of the target if the target is not based. If LoS passes through an item of blocking terrain or the body of any other model, the target is out of LoS.

Direct fire LoF is assessed in the same fashion, whilst OH LoF is more concerned about items – ceilings, perhaps – above the shooter and target.

Normally blocking terrain such as a wall may end up being concealing terrain if the target is only partially hidden or is shooting back from behind the terrain.

Shooting troops cannot claim to have LoS blocked to return fire by terrain over which they have shot, but may claim a cover bonus and concealment from that terrain (see below).

In the case of separate weapon models, such as a phase rifle, LoS must be drawn from the operator or a spotter buddy and LoF from the weapon.

Concealing Terrain and LoS

Concealing terrain applies to LoS and is progressive:

- LoS passing through up to 4" of any **concealing** terrain incurs a -2 Acc penalty;
- LoS through **4" or more** of concealing terrain means the target cannot be seen by the shooter and LoS is blocked (see examples);
- LoS to a target only partially concealed by **blocking** terrain also incurs the -2 Acc penalty;
- shooters may ignore LoS **penalties** from up to 1" of concealment from an obstacle they are adjacent to and shooting through – note this does not allow a shooter to shoot through 5" as the 4" limit still applies.

The concealing distance is accumulated from multiple items, such as intervening bushes, but only one Acc penalty is applied, even if drawing LoS through several items of terrain (see examples).

LoS, obscuring terrain & obscuring obstacle

B→A: LoS blocked (total of 4" of obscuring terrain)
C→A: -2 LoS penalty due to 3.5" of obscuring terrain
          (total <4")
C→E, E→C and E→D :
          -2 LoS penalty due to 1" of non-adjacent,
          obscuring obstacle
D→E: +0 LoS penalty (only 1" of adjacent obscuring
          terrain)
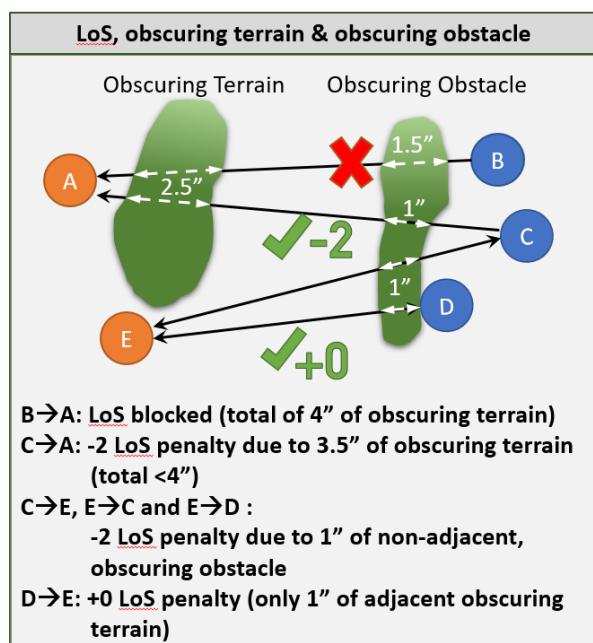
The 1" adjacent obstacle rule means that snipers or sharpshooters can gain a benefit from being concealed by the terrain they are shooting through (D to E in the above example).

LoS and multiple obscuring terrain items

B→ A and A → B LoS blocked due to 4" rule
C→ A and A -2 Acc LoS penalty due to 3.5" of obscuring
          terrain (total <4")
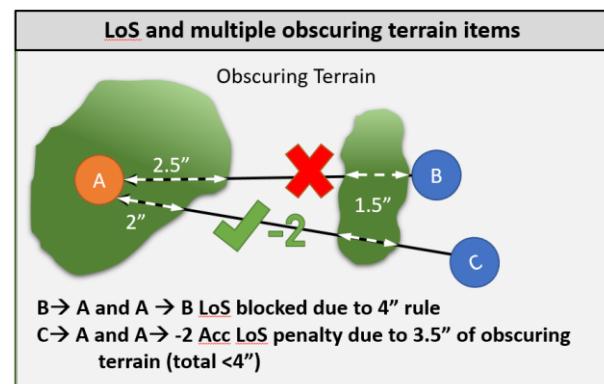
LoF/LoS and Size

Providing the shooter is not prone, LoS and LoF can be drawn over any models that are smaller than the shooter or which are prone.

Tiny buddies and probes do not block or conceal LoS.

A factor complicating LoS is that our models, no matter how animated the pose, cannot move in the way living creatures can move. For example, a combatant behind a wall will flatten themselves against the wall, but our model and its base have to be pushed up against it – which is why the centre of a base is a useful measuring point. As a result, players will have to come to an agreement over whether enough of a target can be seen to be a target: it helps if a player states when their models are hiding behind a wall, for example, and if they are they would need an advance order to stand up and shoot!

Another complication is that some models – Krasz and Askar, for example – are much taller than others so may not be concealed or gain cover from a low terrain item.

Line of Fire

Models that are out of LoF cannot be targeted by direct fire weapons but may be hit by a blast effect shot on their unit or at a point on the ground or on a terrain item near their unit.

Overhead LoF arches over any intervening terrain but is blocked by any roof, ceiling or solid overhead canopy above the shooters or their target. Twigs and light branches do not block OH LoF but broad, heavier branches might, depending on your terrain.

The scenario will state whether overhead fire is prohibited, perhaps because of being inside a starship, otherwise players should decide between themselves at the start of a game what buildings or terrain pieces will block OH LoF.

OH LoF might be blocked by tall pieces of terrain the target is sheltering behind. If players wish, they may agree to block OH shooting within 2" of a target or point behind a very high piece of terrain.

Higher or Lower

High ground may be rooftops, higher stories of buildings, gantries cliffs, hills or other features. Players must agree before the game which features overlook which other features, including other terrain and units on lower ground. Intervening high ground blocks both LoS and LoF.

Step 4: React

The target may react, either by shooting back or running away into cover. Refer to the *Reactions* section, p.30, for details.

Step 5: Resolve Shooting

Shooting is a test using the shooter's **Acc** modified by the factors stated in the Accuracy Modifier table. All shooting from a unit is resolved simultaneously and worked out model by model: we recommend using different coloured D10s for shots against different targets or for shots from weapons in different modes or using different ammunition.

Accuracy Modifier Table

OH shooting is typically at a point on the ground so ignores target size and situation modifiers.

Shooting Modifier Type	Situation	Modifier
Combat Bonus	Special bonuses from skills (any number)	+1 per
Aimed Fire Bonus	Shooting with a Fire order, a spotter, an IMTel bonus or similar (one only)	+1
Range	Long range	-1
	Extreme range	-2
Target Size (direct fire only, not blasts or OH)	Huge (buildings, vehicles)	+2
	Large (mature Tsan, Ghar battlesuits)	+1
	Small (Ghar Outcast, hatchlings, most equipment) or Tiny (probe, buddy drone)	-1
Target Situation	Direct fire target is prone and at range >10"	-1
	Direct fire target is Down	-1
Injury/Stress	Each pin on shooting unit	-1 per
	Each Wound on a model (applies only to that individual model)	-1 per
	Shooter is **hampered**, perhaps by carrying a captive	-2
Concealment	LoS is drawn through up to 3" of concealing terrain (ignoring first, adjacent 1")	-2
	Shooting through a batter shield or kinetic barrier	-2
Weapon Mode	Shooting in Rapid Fire mode, per extra shot (so RF3 is -2)	-1
	Inaccurate weapon or mode	-1
Overhead Fire	Observed OH fire from self or patched spotter OR	-2
	Unobserved, speculative fire	-4

Aimed Fire Bonus

A model can only gain a single aimed fire bonus, irrespective of the number of assists (after all, each assist is doing the same thing!). Some models have abilities that increase a particular Aimed Fire bonus or extend when the Aimed Fire can apply.

Combat bonuses stack with an Aimed Fire bonus and with other combat bonuses: both can apply.

Acc Test Results

Roll a D10 and compare against the modified Acc (for unsighted OH Acc test results see Speculative Fire, p.26).

Acc Test Results:
• on a **decisive success** (a 1 and a hit), the shot hits the target and the effects of the hit are increased by 1, if appropriate (SV by +1, an extra pin for suspensor net or slingnet).
• on an **ordinary success**, the shot hits the target and inflicts normal damage.
• on **failure**, the shot has missed – OH shots diverge (see diagram under OH).
• on a **blunder** (a 10 and a miss), the shot has missed, misfired or failed to explode.

Ona blunder, some weapons also suffer an additional penalty, such as needed to recharge (see the weapon attributes).

Hits – Roll to Resist

A model that is hit must make a test against their **Res** with the following modifiers.

Res Test target number =
Current Res
-the shooting weapon's SV
+the cover bonus of any cover the model is defending or occupies (vs shooting only)
+1 if the unit is Prone (direct fire over 10" only)
+ the model's current armour bonus, if any
+ any special modifiers

Roll a D10 and compare with the modified Res:

Res Save Test Results:
• On a **success**, including an automatic success (1), the model is unharmed;
• on a **failure**, including an automatic failure (10), the model suffers a Wound or, if it has no Wounds left, rolls on a damage chart if it may do so, otherwise falls casualty.

A target's **armour bonus** to Res is normally given in the model's stat line, such as 5(6) – indicating a +1 bonus. Some armours vary their protection by range and other effects, such as Scramble, may reduce a model's current Res or armour bonus save.

Cover Bonus

A target's **cover bonus** from terrain is dependent on the terrain and is typically:

- +1 for soft cover such as wood;
- +2 for hard cover such as rocks; and
- +3 for fortifications or fortified positions.

Weapons with the 'No Cover' attribute ignore cover bonuses. Neither Down nor prone bonuses are cover bonuses so apply even when the shooting weapon has the No Cover special rule.

Pins

Pins are a way of tracking the stress and strains of combat. As soon as the operative in a unit receives one or more hits and has **a modified Res of 10 or less** (after armour, cover and SV), add a pin to the unit. The hits may be from any source.

Casualties

A **casualty** means the model is no longer effective in the game, irrespective of how it was made a casualty. Models falling casualty are normally removed from the table as being 'dead'.

When there are no operatives left in a unit, remove its models, markers and order dice from the table and from the dice bag. Any special munitions markers or effects the unit already applied remain in place and are removed when they expire as normal.

> *For example, a Concord combat drone (Res 10) hit by a mag gun (SV 1) would be counted as heavily armoured if it were sheltering behind a line of rocks (+2 cover bonus) as the total, modified Res save would be 11 (10+2-1 – of course, the drone would still have had to make a Res save as it might have failed on a 10!).*

Wounds

A Wound is an injury to a heroic or special character such as Incision Shard troopers. **Some players find it helps to regard a Wound as a non-removable pin** as each Wound gives test penalties as for a pin.

When a model with the Wound attribute fails a Res save, it adds a Wound marker instead of falling casualty and taking a pin. As soon as the number of Wound markers on a model exceeds its Wound value, it and its Wound markers are removed as a casualty (don't forget to add a pin to the unit for a casualty).

Wounds apply a -1 penalty to all tests bar Res saves. A Wound cannot be removed except through a skill such as Medic.

Other Shooting Effects

The above governs the standard rules from direct fire. There are a number of additional modes of firing that extend the basic rules as follows.

Blasts

Weapons or shooting modes with the **Blast n"** attribute inflicts a single hit on **every** model within a circle n" diameter centred on the calculated hit point. Most blast effects use a 3" template but smaller weapons use a 2" template whilst larger, typically off-table, weapons have a 5" or even 6" template.

Place the appropriately sized blast template over the calculated target point: all models whose base **centre** or fuselage lies beneath the blast template and who are in LoS from the centre of the template take **one** hit with the SV of the blast. Whether or not cover applies is assessed from the centre of the blast template.

Overhead (OH) Fire

A weapon with an overhead mode also has a minimum range, shown in brackets with its 'Effective' range: it cannot shoot at targets within that range.

When shooting overhead, a shooter nominates a target or point on the ground that must be in LoS and LoF. Overhead fire incurs an additional penalty of -2 to Acc.

On a success, an OH shot hits the nominated target point; on a miss the shot diverts the number of inches stated on the Acc Test D10 roll plus an amount depending on the range:

Miss Divert Distance	At Range
roll+2"	Effective
roll+4"	Long
roll+6"	Extreme or speculative fire.

The direction by which the OH shot diverts is that indicated by the direction the Acc Test D10 is pointing – large end to small end (see diagram). Place the blast marker or munitions marker at the point calculated by the miss and apply the effects of the munitions fired.

OH Blunder – a '10'

A roll of a '10' on OH fire does not impact anywhere on the battlefield.

> *For example, an OH shot requiring a 3 to hit at effective range hits on a roll of a '2', diverts 6" on a roll of a 4 (4"+2") in the direction indicated by the Acc Test D10, but lands nowhere on the battlefield on a roll on a 10. At extreme range, the miss on a 4 would indicate a 10" divert ("4+6").*

Divert (base-miss-
at-range) + 6" in
this direction

A miss on a roll of a '6': the shot diverts the direction shown 6" plus the base miss distance for the range, using the D10 as the pointer.

Patch Sighting

Patch sighting is when a shooter firing OH draws LoS from another friendly observer or from their unit's spotter buddy. The LoS penalties from the observer are used, not the shooter.

If drawing LOS from a model in another unit, the model from which LoS is drawn must have the Patch Sighting attribute.

Off-table OH fire is assumed to have advanced spotter buddies so can draw LoS from on-table observers with the Patch Sighting ability.

Spotters and Patching

Spotter buddies have the Local Patch attribute, meaning they can patch **to** forward observers who have the Patch Sighting ability but only their controller can use their LoS.

Off-table OH fire

Some skills allow a model to call in a strike from off-table assets such as x-launchers or x-howitzers. The model with the relevant skill must make a Fire or Advance action, **does not shoot,** and states the target point: place a marker at the target point stated. The Acc Test, however, is made in the Turn End phase (2.5, see p.17) and **not** in this activation.

It can help to make a note of LoS/LoF impediments at the time the strike was called in.

The strike is otherwise worked out as for normal OH shots using the observer's pins and Wounds, an Aimed Fire bonus for a Fire order, and also suffers any other penalties due to LoS or being an observed or speculative OH shot at the time the strike was called in. The range is considered to be as follows:

Range	Example off-table Weapons
Extr (-2)	X-launchers
Long (-1)	AI- or X-Mortars
Effv (+0)	X-howitzers & similar.

Some scenarios may specifically alter the potential off-table fire or may prevent it altogether, especially if underground or in a spaceship! No matter how many individuals have the relevant skills, a shard can only call in a **single** off-table strike per turn.

Speculative Fire

An OH shot can be **speculative** – that is, to a point that is not within LoS of the shooters or an observer. Such shooting incurs an extra penalty of -2 for a total of -4, and adds **10** to the divert result.

For example, an OH shot that hits on a roll of a '1' diverts by 2" rather than 1"; a miss on a roll of a 6, say, will divert 16" in the direction indicated by the Acc Test D10 (6"+10").

Breaching Attacks

Breaching attacks are those intended to break open a or striking – a door, building, wall or other solid, immobile object.

Weapons have the **breaching** attribute do more damage against walls and buildings.

Walls, doors and such have an armour value (AV – much like a models armour bonus) and **damage points**, which is the amount of damage the object takes before being destroyed. When attacking such an object, reduce the incoming attack by the object's AV and apply any remaining damage to the object, keeping track of the accumulated damage each time the object is hit. When the object's damage points are exceeded, it is destroyed or breached.

We recommend walls are tracked per 3" of length.

Breaching weapons ignore the AV of an object they hit and apply all their damage directly to the object.

Whilst we normally assume missed shots are just that – complete misses – some players like to add in the effect of missed shots against a model taking cover behind a wall, crate or similar object. If players wish to do so, they should apply the SV of the shot and any breaching effects against the cover on a miss.

Such an approach can be fun but results in a lot of tracking as well as plenty or partially-damaged walls and crates!

BREAK TESTS

A Break Test is a way of determining a unit's nerve and resolve given its current situation. At the end of an activation or hand-to-hand combat in which a unit has been attacked, it may have to test to see whether it will continue fighting or turn and run.

When to Test

A Break Test is taken at the end of the current activation (if an action or reaction) **or** at the end of an assault, after applying any pins or Wounds.

Break Threshold

Each unit has a Break Threshold (BT) which is equal to half the unit's Co, rounded up, plus any special attributes. The BT for each unit should be calculated beforehand and written on the unit sheets.

Break Test Triggers

A Break Test is required when a unit:

- has received a pin or Wound as a result of enemy activity this activation and has as many pins plus Wounds as its BT;
- has lost a casualty or gained a Wound in hand-to-hand combat and has also lost the combat;
- is forced to take a Break Test as a result of a special rule or effect.

A Break Test is taken simultaneously with any Knockout result – imagine the tester falling unconscious as they realise their predicament!

Taking a Break Test

A Break Test is a Co test. The target number is calculated as follows:

Break Test target number =
Highest Co of operatives in the unit
–current pins on the unit
–current Wounds on any models in the unit
+special rule modifiers.

The Co used can be that of a nearby commander with the relevant *Command* or *Command Beast* attribute but is otherwise that of the model with the highest Co in the unit. Roll a D10 and compare with the modified Co.

Break Test Results:
• on a **decisive success** (a 1 and a success), the unit removes a pin and carries on as normal.
• on an ordinary **success**, the unit carries on as normal.
• on **failure**, if the unit is already Down, treat the result as a **blunder**, otherwise the unit is **Forced Down**.
• on a **blunder** (a 10 and a fail), the unit is given *another* pin: if it then has as least as many pins plus Wounds as its Break Threshold, it breaks (see below), otherwise it is **Forced Down**.

Forced Down

A unit that is forced Down takes a dice in from the bag and assigns it as Down. If it has no dice in the bag, the unit turns its current order dice to Down.

In either case, the unit may go prone.

Break

A unit that has exceed its Break Threshold and fails a Break Test becomes a 'broken unit'.

A unit that has accumulated a number of pins + Wounds equal to its **own** Co immediately and automatically becomes a 'Broken Unit' – a unit cannot rely on the Co of nearby commanders in such a situation but may be affected by other attributes that specifically address automatic breaks.

Broken Units

A broken unit is not removed from the table but must flee the battlefield. All equipment models are lost, including buddies, and the unit is severely limited in what it can do.

A broken unit:

- remains Broken, irrespective of subsequent Wounds or pins removed;
- can only receive Run or Down orders;
- cannot charge or countercharge;
- cannot shoot, assault or react but may defend itself in hand-to-hand combat;
- cannot operate any equipment, including explosives, probes, medkits or countershard equipment.
- Cannot use abilities or skill that lends its Co or Init to others, such as the Command or Hero attributes;
- does not and cannot capture objects or control objectives, and drops any object it is carrying – internally stored data can be retained;
- when given a Run order, must move as fast as possible to its nearest, safe table edge so as to escape the battlefield and whilst avoiding enemy units;
- cannot approach closer than 5" to an enemy and must move away from an enemy within 5" when possible to do so.

A 'safe' table edge is normally one that is adjacent to the unit's original deployment area or the one from which it entered the table.

At the end of the game, broken units are counted as 'lost' for determining victory conditions unless the scenario explicitly mentions recovered or escaping personnel.

> Once a unit is broken, it can be best to apply a general principle to resolve awkward situations: the unit is fleeing an intolerable situation. As a result, players should interpret the rules and movement for broken units as fairly and evenly as possible such that the broken unit is not placed in more jeopardy unless there is no other choice.
>
> We treat broken units in this way so that injured Incision Shard members may be evacuated from the battlefield rather than falling casualty – a possibility that is vital for campaign play.

ASSAULTS

An assault consists of a Run order – a charge – to close with an opponent followed by an exchange of hand-to-hand attacks. To make an assault, a unit must be given a Run order, declare they are charging, and then nominate the target of the charge – the defender.

The defender has a number of options in response to a declared assault. Those options which are reactions require the defender to succeed at a Reaction Test (see p.30). The options are:

- **Do nothing.** Unconscious models cannot do anything in an assault.
- **Fight in hand-to-hand.** The defender need do nothing but wait for the attacker to reach them and then participate in a simultaneous exchange of hand-to-hand attacks.
- **Countercharge** – a **reaction**. If the attacker is more than 5" away, the defender can attempt to meet them half-way and exchange hand-to-hand attacks. A Countercharging unit receives a Run order and moves simultaneously with the assaulting unit such that they meet half-way or, if one is faster than the other, at a point proportional to their move distance – it can help to break the move down into fractions. The assaulters and counterchargers resolve the hand-to-combat as if both had charged. A failed countercharge will result in the defender fighting in hand-to-hand at their original position with the (extra) pin they accrued from failing the Reaction Test.
- **Escape** – a **reaction**. The defender foregoes any hand-to-hand combat and is given a Run order: it must move up to 2×Mv such that it ends further away from the assaulting unit than when it first reacted (the move may include getting up from being prone). If the defender remains within reach of the attacker's move, the attacker may still engage them but the defender cannot attack back; otherwise, the attacker moves at least 1×Mv towards the defenders' original position and escape route, may not switch their assault to another unit, and no assault occurs.
- **Stand and Shoot** – a **reaction**. If the attacker starts more than 5" away, the defender foregoes any hand-to-hand combat but shoots at point blank range, counted as at range 1": this range may be too short for some weapons to fire. Gun buddies often shoot at this range. The shooting is resolved as for an Advance order before the attacker makes contact, including resolving any Break Tests, and application of pins and Wounds. If the chargers are forced Down, they halt 1"£ away from PBS weapons, otherwise

from 1" to 5" away from the shooter (shooter's choice), otherwise they finish the assault with a hand-to-hand attack and the defenders may not make any hand-to-hand attacks, having replaced hand-to-hand with their shooting.

Pairing Off

Most charges will involve a single operative against a single defender. The charger must pair off the attacking operative against the defending operative. If combatants have weapons with multiple attacks, one must be allocated to the defending operative, but any others may be allocated to the defending operative or any equipment and buddies with them.

Free Attacks

An active enemy that moves closer than 1" to an enemy model that is not in a unit being charged may be attacked in hand-to-hand by that model – a Free Attack. The active model cannot defend itself, receives pins and makes a Break Test if forced to do so, and then continues its action or movement after the attack is resolved.

The model making the Free Attack only triggers a Break Test on itself if it inflicted damage on itself – typically by a Hazardous HtH attack going awry – and would otherwise be counted as having lost or drawn the combat.

Resolve Hand-to-hand

If hand to hand is to take place, place the attackers in contact with the defenders.

Hand to hand is resolved in a similar fashion as for Shooting except that the participants may only use melee weapons – weapons which have at least one 'Attack' – and the bonuses are different. Otherwise, the wielders must declare which hand-to-hand weapon mode they are using.

There is only one round of hand-to-hand in each assault.

Hand-to-hand requires a test against the attacker's **Str** modified by the factors stated in the Strength Modifier table. All hand-to-hand attacks from a unit are resolved simultaneously: we recommend using different coloured D10s for attacks against different targets or for attacks from weapons in different modes or using different ammunition.

Knockout attacks

Attackers with the Knockout keyword on their own stats or on their hand-to-hand weapon may declare the attack to be a Knockout attempt. See p.22 for details.

Hand-to-hand Strength Modifiers

Strength modifiers are worked out on a model-by model basis. 'Attacker' is the individual rolling the dice to make a hand-to-hand attack.

Modifier Type	Hand-to-hand Combat Situation	Modifier
Charging/Countercharging	The combatant charged or countercharged	+1
Defender Size	Huge (buildings, massive combat drones/tanks)	+1
	Small **or** Tiny (Ghar Outcast, hatchlings, equipment, probes, buddies)	-1
Attacker/Defender Situation	Target is Down	+1
	Target is prone	+1
	Attacker is Down	-1
	Attacker is prone	-1
	Attacker is *hampered*	-2
Multiple Attacks	The combatant is using a weapon with multiple attacks, per additional attack	-1
Injured	Each Wound on combatant (assess combatant-by-combatant: a Wound on a particular model does not affect other models in that unit)	-1

Str Test

Roll a D10, compare against the modified Str and check the table below.

Str Test Result
• on a **decisive** success (a 1 and a hit), the attack hits and the SV of the hit is increased by +1;
• on an **ordinary** success, the attack has hit the target;
• on **failure**, the attack has missed; and
• on a **blunder** (a 10 and a miss), the attack has missed and may cause damage on the attacker depending on the special rule associated with the weapon.

Hits, Res Tests, pins and Wounds are calculated exactly as for shooting: a unit that is struck at least once in hand-to-hand takes a pin from the strenuous effort required in defence as well as taking a Wound or a pin from a subsequent casualty.

Down/prone defenders

A defender who is Down or prone can still fight in hand-to-hand but suffers penalties when doing so.

After Hand-to-Hand

After all hand-to-hand combat has taken place, count how many pins and Wounds each unit has accrued:

- The unit with the most pins + Wounds has **lost** the hand-to-hand combat, its opponent having **won**.
- If there are equal numbers of pins+Wounds, then both units have **lost** the hand-to-hand combat.

Units Losing Hand-to-Hand

If an operative losing hand-to-hand was Wounded or fell casualty during the combat, the unit must first take a Break Test.

After the Break Test (if any), losers must withdraw (see below) if any operative is conscious, irrespective of other Down or prone models.

Withdrawal

A withdrawal is a free, single move at the unit's current move allowance. An unconscious model in the withdrawing unit hampers the conscious models.

The first 1" of a withdrawal must be directly away from the site of the combat and, if possible, along the line of the charge or countercharge. The withdrawing unit must end its move more than 1" away from its opponent – if its move is less, move it just over 1" away.

Winners of Hand-to-hand

The winner of hand-to-hand combat may pick up any objects dropped by their opponent. They may then follow up if they wish.

Follow-Up

A follow-up is a free, single move at the unit's current move allowance. It is in any direction but models in the unit must remain more than 1" away from the losers of the assault. The unit performing a follow-up cannot initiate another assault, but may well trigger a Free Attack against themselves.

REACTIONS

Instead of waiting for an order dice a unit can attempt to interrupt an enemy's activation by making a **reaction**. To do so, one of a few, specific triggering events must have taken place; the unit must not yet have been activated this round; the unit must have an order dice in the bag; and the unit must make and pass a Reaction Test (see Reactions and Ambush, however).

A unit cannot react to a reaction, though multiple units can react to an action. Probes, equipment, buddies and similar items with no Init cannot make Reactions.

For example, if a Concord and Isorian unit are both on Ambush, neither could react to the other's Ambush Fire reaction.

Reactions & Reaction Tests

To make a reaction, a unit may need to make a Reaction Test. An overview of permitted reactions, the events that may trigger the reaction and whether a Reaction Test is needed are all shown in the Reaction Test Table. The table also shows the resulting Order that must be shown on the unit's order dice and the activity the unit must undertake having made that reaction.

A Reaction Test is a test on accessible Init **minus** any pins on the unit **minus** any wounds on models in the unit.

Roll a D10 and check as follows:

> **Reaction Test Results**
> - On a success, the unit makes the desired reaction – take its order dice from the bag, place it beside the unit to show the order associated with the reaction in the 'Order ' column, and carry out the activity specified;
> - on failure, the unit suffers a one pin penalty, does not react this activation and may not attempt another reaction against the triggering unit this turn.

When C makes an Advance, A can react to the movement and chooses to do so at point 'x'. C stops at point x, A resolves its shooting, then C continues to point y – where it could shoot at A, if it wished.
Unit B cannot react to A's Ambush Fire reaction even though A shot C as it cannot react to a reaction.

Reaction Test Table

Reaction	Triggering Event	Reaction Test?	Order	Activity
Ambush Fire	An enemy unit makes an Advance, Run or Fire action within LoS and LoF of a unit on Ambush (see below for assault restrictions)	No	Fire	Shoot immediately at enemy, before it shoots and at any point during its movement.
Bull Rush	When shot at by an enemy unit within 1×Mv	Yes	Run	Assault the enemy shooting but the shooters shoot first as if with a Stand and Shoot (see Assaults, p.28).
Countercharge	When nominated as the target of an assault by a unit making a Run action starting from more than 5" away	Yes	Run	As assaulting unit moves, move up to 2×Mv towards assaulting unit, meeting half way (see Assaults, p.28).
Dash to Cover	When nominated as a target by a unit with a Fire order from ranges beyond 20"	Yes	Run	Before resolving the shots (step 5), move 2×Mv away from, or into cover from, a shooting model
Escape	When nominated as the target of an assault by a unit making a Run action	Yes	Run	Before assaulting unit moves, move 2×Mv away from assaulting unit (see Assaults, p.28).
Firefight	When shot at by an enemy unit within 20"	Yes	Fire	Shoot simultaneously at shooting unit.
Go Down	When shot at from a unit making a Fire or Advance action	No	Down	Immediately go Down prior to enemy shooting (can go prone).
Stand and Shoot	When nominated as the target of an assault by a unit making a Run action starting from more than 5" away	Yes	Fire	Perform Point Blank Shooting against the assaulting unit before they close (see Assaults, p.28).

Reaction Notes

A **Bull Rush** is identical to a charge except that the opponents' get to shoot using their original order (Fire or Advance) with the weapons they declared the shooting with but using a Stand and Shoot reaction (see p.28).

In a **Firefight**, both units resolve their shooting simultaneously, applying pins at the same time and taking Break Tests at the same time.

Dash to Cover may be in any direction providing it takes the operative into cover, behind intervening concealing terrain or at least 1×Mv further away from the shooters.

The reacting unit is also being 'targeted' if a model falls within the blast area of a declared aim point. The shooting is still resolved as normal against the target's new position except that if the shooters no longer have LoF, then the enemy have wasted their shots and cannot choose a new target. For OH fire, the shooters may leave their aim point where it was or reposition the aim point onto the reacting unit.

Ambush Fire is only possible for a unit on Ambush – see below. Unless reacting to a charge, units reacting to an enemy's action end up with a Fire order, whether they were initially on Ambush or not.

Reactions and Ambush

A unit that is on Ambush – one that has an Ambush order beside them – may make any Reaction without having to take a Reaction Test: this is an **automatic reaction**. Automatic reactions are identical to tested reactions except that:

- no Reaction or Order Test need be taken; and
- no order dice is taken from the bag: instead, the unit's current 'Ambush' order is changed to show the appropriate order for the reaction and the unit carries out the reaction as normal.

Ambush Fire

At no time can patch sighting be used in Ambush Fire as the unit is reacting to what *it* sees.

Ambush Fire cannot be used if the Ambush-ing unit is the target of an Assault: see Stand and Shoot, instead. Ambush Fire can only take place against a unit assaulting another if the ambushers can shoot at the assaulters when they are more than 5" away from the target of their assault.

The ambusher declares their Ambush Fire as soon as they see the movement path of the ambushed unit or as soon as the ambushed unit nominates its target, but before any shooting is resolved (this means that Ambush Fire is resolved first in an exchange of fire, unlike a Firefight). If the ambushed unit is moving, the ambusher can shoot at any point during the ambushed unit's movement: halt the ambushed unit at the point the ambusher fires, measure ranges and resolve the shooting as a normal Fire action including applying pins and making Break Tests.

If the Ambushed unit:

- is broken or destroyed – remove it from the table at the point the Ambush was triggered;
- is forced Down – turn its order dice to Down and it does not shoot or move further from the point the Ambush was triggered;
- is otherwise fine – continue its own action with whatever movement is left and whatever shooting is required.

SPECIAL RULES & ATTRIBUTES

We have put all the special rules and attributes applying to models, equipment and weapons here, in one place. Where the rule associated with the keyword is elsewhere, we have also tried to point to the pertinent rule page!

In general, when a range is specified, measure from the centre of the shooting model's base to the centre of the target or recipient's base.

Some rules apply to a model but may be inherited by a unit. In this case, 'inherit' means 'applies equally to' – treat the whole unit as having the special rule if the inheritance constraints apply.

+1 pin

On a hit, the attack inflicts an extra pin on the target. Only one extra pin is applied no matter how many simultaneous hits impact the target during an activation. For example, two, simultaneous hits from a NuHu Stave in a single activation only gives +1 pin in total, not +1 from each attack.

Attacks n/SVm

Used in creature stats, this shows the creature has the number of attacks (n) in hand-to-hand at the SV (m) specified.

Battlesuit only (<type>)

Typically only given to some Ghar weapons, the weapon cannot be carried by hand but is only mounted on the battlesuit type stated: Dominator, Exterminator or Intimidator.

A Ghar with Leadership 4 or more can wave this rule to some extent and affix a plasma claw to their own Dominator or Intimidator suit (see Ghar Battlesuits, p.41).

Blast x"

The munitions causes a hit on beneath a circular template of the specified diameter centred on the target point. See Blasts, p.25, for details.

Beast

The creature must be controlled by a trooper with the Handler skill or will otherwise go out of control. See Handler, p.62 for details.

New beasts may be bought with a mix of individual and shard XP.

When taking Order or Break tests, Beasts cannot use the Co of nearby commanders and must either use their own Co or that of a nearby handler (see Command Beast, below).

Belligerent ()

The Beast is naturally antagonistic towards the Beast species mentioned and cannot be used on the table with a beast of the stated type.

This is most important when used on the lavan species – lavamites, rock dogs and rock brood, as all accept each other but tend to regard non-lavan animals as mobile food!

Of the sophonts, it could be said that Algoryn are Belligerent towards all Ghar, such is their hatred towards their0 diminutive foes, whilst Ghar who are not Bounty Hunters could be regarded as being Belligerent towards all panhumans.

Breaching SVx

The weapon is designed to be particularly effective against solid, stationary and immobile targets such as heavy combat skimmers (tanks), doors and walls. When used in a breaching attack, the weapon uses the Strike Value specified.

Weapons with the Breaching attribute ignore the armour value (AV) of an object they hit and apply all their damage directly to the object's damage points (DP).

Buddy

The model is a buddy drone and subject to all buddy drone rules. See *Probes/Buddies*, p.43.

Capture

A Beast with Capture is intelligent enough to capture opponents. See *Capture* on p.19.

Command n"

This is normally acquired through the Leadership skill. Any friendly, infantry or gun drone operative whose base centre is within the specified range can use this model's Co rather than its own.

Command Beast n"

This is normally acquired by those with the Handler skill. Any friendly beast whose base centre is within the specified range can use this model's Co rather than its own.

Compound SV (SVx)

When two or more hits from a weapon(s) with the Compound SV attribute have been allocated to a single model, the SV of all the Compound SV hits on the model are summed to make a single hit with the combined SV. The Compound SV attribute applies to both ranged or hand-to-hand attacks.

Occasionally a Compound SV is given an SV values, as in 'Compound SV1'. This is the SV to be compounded in place of the devices normal SV.

Whilst in many cases it is easy to see who is attacking which model, it is better to players to be explicit about the target models of attacks from Compound SV weapons.

> *For example, a thrown solar charge inflicts two hits on a Boromite Warrior. Instead of two SV1 hits, the Boromite has to make a Res test against a single SV2 hit.*

Cumbersome

This applies to awkward types of locomotion such as crawlers, most of which also have a reduced Ag. Cumbersome units may only travel through difficult terrain at ½×Mv: any halving penalty reduces this to ¼×Mv.

Disruptor

The weapon or mode fires disruptor munitions. Whilst a particularly polluting, special munitions from an outsider's viewpoint, Ghar regard disruptor munitions as one of their core load-outs. The shells generate a warp and twist in space-time that is highly unpleasant to machines and living creatures. Disruptor munitions is fired from basic, crew-served light cannon, their eponymous scourer cannon and from heavier, support weapon firing OH such as disruptor bombers and heavy disruptor bombers.

In addition to the hits it inflicts, any hit on a non-Ghar unit from a disruptor weapon inflicts an additional pin to the unit above that normally applied due to being shot at (see Pins from Shooting, above).

Disruptor munitions also have the **Breaching**, **No Cover** and **Blast** special rules.

Exploit SVx

Exploit is given to Isorian plasma rifles that fire a carrier wave alongside the plasma beams. The wave attempts to infiltrate whatever hardware it comes up against: though typically ineffective against hardened machines, armour and the like, other equipment can be vulnerable.

Any hit by an Exploit weapon against enemy equipment, buddy drones or probes is counted as having the SV 'n' specified.

Fade

The weapon may run out of power or otherwise misalign when firing. On a dud shot (a 10 and a miss) the weapon requires realignment or retuning: turn the unit's current OD to Down.

Force Down

This is typically only given to Ghar gouger guns. If a target is hit and fails its Res save, it not only suffers the damage stated but is also forced Down: take its OD from the bag or turn its current OD to Down. If the target is already Down, then there is no additional effect.

Frenzy

This is given to particularly ferocious beasts. Beasts with Frenzy operate as require by their handler until their handler falls casualty, at which time they become out-of-control. When out-of-control, the beast automatically Assaults the nearest living creature when given an order dice, otherwise making Run moves to close with the nearest living creature.

Grenade

The weapon is a micro-explosive or thrown grenade type weapon. It can be used to make demolitions attacks against objects as well as thrown St×1" or in hand-to-hand. Grenades also gain the Compound SV attribute, meaning hits stack with one another to make a single attack at the combined SV. See p.38.

Hazardous HtH

The weapon is particularly hazardous to use. On a fumble or a dud (a miss with natural '10'0 on the to hit dice), the weapon hits the wielder instead. This is normally only applied to hand-to-hand weapons but grenades are potentially particularly hazardous.

Hero n"

This allows any friendly unit within the range stated to the use this model's Init rather than its own. Typical values are Hero 5", 10" or 15".

Inaccurate

An **inaccurate** mode of fire on a weapon suffers a -1 Acc penalty when shooting. This is typically a result of using a heavier round that normal.

Knockout

This adds a mode to a weapon or and individual such that it can use the Knockout special attack (see p.22).

If a weapon, the option to Knockout an opponent is optional *unless* the weapon has 'Knockout only' – in which case it can only make Knockout attacks.

Lava Spit

The creature – typically a lavan – spits lava up to the range and SV specified as a normal part of shooting. Lava spit is a Breaching attack.

Local Patch

The model – typically a spotter buddy – can provide LoS to models in its own unit – use the shooter's LoF penalties (it must still have LoF to shoot) and the spotter's LoS penalties.

No Cover

The weapon or explosive causes the effects of any cover bonus on Res saves to be disregarded.

PBS

Used for turreted, heavy or support weapons to indicate they may be used in point blank shooting.

Phased Fire

This is only given to Isorian phase rifles and can only be used by an Isorian with Marksman (phase rifle) and Sniper (phase rifle) – which most likely means they earn the skills across multiple sessions. The weapon temporarily phases out the trooper and itself from normal space so the trooper experiences time slower than others on the battlefield. Some firepower and range is lost due to the phasing.

Phased Fire can only be used on a Fire order and allows the trooper to fire multiple shots without being classed as shooting in RF mode – so suffers no RF penalty and allows the use of Sniper and Marksman skills on the shots. The shots can be spread across one, two or three targets, but all must be within 1" of each other. Phased Fire cannot be used in any other situation, even on a Reaction.

Probe

The model is a probe and subject to all probe rules. See *Probes/Buddies*, p.43.

Savage Strike

When making a Co test to attempt an Assault, or an Init test to make a Counter Charge, the model treats any normal failure as a pass. A 10 is still an automatic failure and may be a blunder, as normal.

Scramble Proof

Machinery that is technologically significantly inferior to the advanced nanosphere-based technology of Antares may be resistant to effects designed to impact a nanosphere. Any model with Scramble Proof is unaffected by Scrambler munitions and effects.

Suspensored

Suspensored models are equipped with technology allowing them to float a little way off a surface. Such models do not test for crossing difficult terrain, such as boggy ground, rocky areas (low rocks!), marsh, fissures, deep water, lava streams and stream obstacles. They still have to test for crossing other obstacles and terrain, but given the variety we suggest players decide amongst themselves what terrain can be crossed easily by suspensored models.

Suspensored units may 'jump' horizontally up to their Mv allowance and vertically up to half their move allowance – they need not take a Movement Test when doing so.

Buddy drones, probes and equipment should not only be assumed to have suspensored technology unless otherwise stated but also ignore difficult terrain and obstacles with regard to movement.

Swarm

The model is comprised on multiple, tiny creatures acting as one. The creatures act as if a larger model but can only jump gaps up to (1") wide, irrespective of the size of the swarm.

Switched Res/Distort Field.

This is given to Algoryn distort spinners which can either LaVan throw out micro- shells in hand-to-hand at SV2 or can spin a distort field around its wielder that acts as additional protection, giving a +2 bonus to Res. The mode must be stated before the dice are rolled.

The weapon entry shows two modes: one with +2 Res and the other with the bonus SV.

Symbiote

A symbiote is a buddy drone or other piece of equipment that forms a single, conscious entity with the operative to which it is assigned. The symbiote may confer special abilities to its conjoined host and must remain within 1" of its host. The symbiote model is ignored for determining LoS and LoF, cannot be targeted separately, cannot have hits applied to it, and is treated as a single model with its host: in effect, they are one operative represented by two models on the tabletop.

Var SV

The weapon does different SV depending on the range. The SV in the weapon stat is given in the format 'e/l/x' where 'a' is the SV at effective range, 'l' the SV at long range and 'x' the SV at extreme range.

WEAPONS & EQUIPMENT

The technology in use by Antares provides for a wide range of weaponry from chemically-propelled slugs through to electromagnetic rail guns, gauss weapons, lasers and plasma weaponry, and to the more exotic weaponry used by Ghar. Armour is almost always provided by projected armour fields overlaid on an underlying, armoured shell – the basic body armour of 21st century Earth would barely add ½ a point of Res bonus.

Each faction tends to stick with the technology and weaponry they can most readily manufacture, maintain and provide to all the troops under their command. The Armoury availability tables on p.56 show which weapons are available to which factions and any restrictions on their use.

WEAPONS

We divide weapons into three broad categories: **standard**, which deals with hand-carried weapons; **support**, which refers to the heavier weapons used as objectives, as turreted weapons, as supporting OH fire or in special scenarios; and thrown weapons which we categorise as **grenades**.

Infantry-carried weapons are also classified as **handgun/pistols**, **rifle/carbines**, **other personal/tools** or **heavy personal** weapons. These groupings are used for some special skills or rules.

Some weapons and grenades shoot exotic munitions in place of simple explosives. The type of munitions a faction can use with a weapon is designated by a weapon having the 'Special Munitions' attribute and the faction lists.

Handgun/Pistols

These are light, personal weapons that can be fired one-handed and are those a Duellist can use in each hand. All Incision Shard troopers are given a personal weapon appropriate to their faction and role.

Rifles/Carbines

These are heavier personal weapons that need two hands to shoot. Rifles/carbines can be used with the Marksman and Sniper skills.

Heavy Personal

These weapons require at least a Str of 6 or more to be used. They are typically used by assault troops or aliens and even when carried by those able to wield them can be awkward: heavy personal weapons cannot be used by the Marksman and Sniper skills.

Mag Weapons

Mag weapons use electromagnetic rails or gauss projection to launch one or more slugs or flechettes at rapid speed towards an enemy. The longer-range projectiles are noticeable by the 'crack' they make when missing as they exceed the sound barrier. On many, even on single-shot mode, multiple 'slither' or flechette rounds are fired to ensure a hit. Freeborn ship pistols use slow-moving rounds that are unlikely to damage the bulkheads and equipment on board a ship and can also switch to even safer rounds to make a target unconscious rather than kill them (ransoms are a useful source of income).

In the advanced factions, the large, stock-mounted magazine contains around 1,000 rounds in compressed form and after use can be switched into a manufacturing mode where it replenishes itself from any material available. Alternatively, the magazine can be quickly exchanged for another.

The x-sling is either arm mounted or mounted alongside a barrel. It launches plasma grenades or miniature special munitions such as slingnet.

OH Mag weapons

Overhead weapons tend to operate on too long a scale for the type of operations Incision Shards undertake. Individual scenarios will state what sort of off-table OH fire can be called upon, the range at which it operates and the on-table assets who can call in such fire (almost any Antarean unit has the comms needed, just some are better at it than others!). Off-table fire may often be speculative but is normally called for by an artillery forward observer protected by the Incision Shard.

The on-table OH weapons are primarily the Micro-X, the X-sling and the underslung sub-launcher. All are hand-held mag rail launchers that either launch small munitions overhead or can be used in a direct fire mode with munitions similar to other mag weapons.

The micro-x is carried by Algoryn grenadiers and can shoot much like a mag gun or small explosives at longer ranges. Most versions of the micro-x have even heaver, explosive rounds called Overload that are not very accurate but can cause significant damage when striking a target: this is common enough to be classed as a separate mode for the weapon. When firing overhead, a micro-x fires explosive charges but has a minimum range of 10"; when firing in a direct fire mode a micro-x either shoots a heavy overload round or lighter mag projectiles like a mag gun, but can also fire slingnet if such technology available to its wielder's faction at such as small scale.

The x-sublauncher is mounted beside or underneath the barrel of another weapon and can fire a range of smaller special munitions. It is a weapon perhaps more suitable to the role of a bounty hunter than a military unit.

Plasma Weapons

All standard plasma weapons are sophisticated and adaptable weapons that combine long-range firepower with mass of fire at closer distances. Some carry a munitions that is converted to plasma just beyond the processor coils and then shot at the target whilst others

fire ionisation beams that cause a plasma reaction across the flows when they hit a target

The Concord's Krasz assault troopers have weapons that combine the standard Concord plasma weaponry with plasma triggers that create a plasma flare when the tips strike the target. Such weapons are unwieldy when used by those with lighter frames, however!

The physically large and robust Tsan Ra troopers carry a bulkier version of the standard plasma carbine called a duocarbine or duocarb. The extra firepower of the weightier duocarb means the Senatexis has no need for light support drones as the Tsan's weapons are capable of taking out relatively well-protected targets.

The plasma duocarb 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 carbine in terms of how it works and operates but can be recognised by its greater bulk and double plasma coil.

Plasma rifles are used by dedicated sharpshooters in Senatex Incision Shards. The rifle has a fixed focussing lens to provide extra range and allows the deadly Isorian IMTel to exploit any weaknesses in enemy combat shards through a modulation in the ionisation beam before the plasma flares. They are of particular use in picking off threats from support weapons as well as negating the capabilities of enemy buddy drones.

Other Weapons

The Tsan Compressor Torus is designed around the Tsan Ra's unusual physical strength and unique physiology. It is based upon the same principal as compression weapons but uses the decompression component more than the compression phase to produce a close-ranged explosion. It is sensitive to atmospheric densities but can crunch its way through cover. It is a very short-ranged weapon, similar in effectiveness to the mass compactors carried by some Boromites, and it is ideally suited to the Tsan Ra assault units that carry it.

The Boromites tend to use their mining tools as anti-personnel weapons. These include tractor mauls that tear chunks out of rock walls (or an opponent's armour!) and compressor weapons that are intended to compress a hunk of rock whilst mining but can do much the same to living tissue.

Lectro lashes are animal control devices, typically used by Boromites. The painful and much-hated Ghar maglash was specifically designed to drive captured humans and outcasts.

We include the chemical weapons used by the primitive and Feral societies – those who have not yet reached the level of technology of other, Antarean societies.

Other personal weapons include those that are rare, or are too bulky or unreliable to be classed as a rifle/carbine.

Stun guns are light hand weapons that can only cause a knockout shot – as such they have limited use except amongst Bounty Hunters and law enforcement officers.

NuHu are renowned for using a combat nanosphere focus placed into a hand-held device called a 'stave'. This focuses energy-laden nanocytes to cause significant damage to a target.

Personal Weapon Stats

Handgun/Pistol		Effv	Long	Ext	Shots	Attacks	Special
Mag Pistol		5	10	20	1×SV1	1×SV1	–
Plasma Pistol		5	10	20	1×SV2	1×SV2	–
Ship Pistol		5	10	15	1×SV0	1×SV0	Knockout
Slug Pistol (Pistol)		5	10	15	1×SV0	1×SV0	–
Stun Gun		5	10	15	1×SV1	1×SV1	Knockout Only
X-sling	*Direct*	5	10	20	1×SV1	–	Grenade
	Slingnet	5	10	20	Spec	–	+1 pin to target
Rifle/Carbine		**Effv**	**Long**	**Ext**	**Shots**	**Attacks**	**Special**
Assault Rifle		10	20	40	2×SV0	–	RF
Compression Carbine		(5)20	30	50	1×SV3/2/1	–	Var SV, No Cover
Mag Repeater		10	20	30	2×SV0	–	RF
Mag Gun		20	40	60	1×SV1	–	–
Phase Rifle	*Direct Fire*	20	30	80	1×SV2	–	Exploit SV4
	Phased	10	20	60	3×SV1	–	Phased Fire, Exploit SV3
Plasma Carbine	*Scatter*	10	20	30	2×SV0	–	RF
	Focussed	20	30	50	1×SV2	–	–
Plasma Rifle		20	30	60	1×SV2	–	Exploit SV4
Heavy Personal (St 6+)		**Effv**	**Long**	**Ext**	**Shots**	**Attacks**	**Special**
Compressor Torus		10	20	30	2×SV3/2/0	1×SV4	RF, No Cover, Compound SV
Plasma Duocarb	*Scatter*	10	20	30	3×SV0	–	RF
	Focussed	20	30	50	1×SV3	–	–
Krasz Plasma Carbine							
	Scatter	10	20	30	2×SV0	–	RF
	Focussed	20	30	50	1×SV2	1×SV2	–
Krasz Plasma Lance	*Scatter*	10	20	30	2×SV0	–	RF
	Focussed	20	30	50	1×SV2	1×SV2	–
	Lance	10	20	30	1×SV4	–	Inaccurate
Tractor Maul		2	5	10	1×SV3	1×SV4	Inaccurate (Ranged), Breaching SV 6
Other Personal/Tools		**Effv**	**Long**	**Ext**	**Shots**	**Attacks**	**Special**
Askar Claw		–	–	–	–	2×SV1	Compound SV, Breaching
Distort Spinner	*Distort*	Hand-to-hand only		–		2×SV0	+2 Res, Algoryn Assault Troopers only
	Plasma Shell	Hand-to-hand only		–		2×SV2	Compound SV, Hazardous HtH
Machine Gun (Primitive)		20	30	50	3×SV0	–	RF
Lectro Lash		Hand-to-hand only		–		1×SV3	Knockout
Maglash		2	5	10	1×SV1	1×SV2	Knockout
Mass Compactor		5	10	20	1×SV3	1×SV3	No Cover, Breaching SV 5
Micro-X	*OH*	(10)20	30	40	1×SV1/Spec	–	Blast 3" or as special munitions, OH
	Direct/Slingnet	10	20	30	1×SV1	–	–
	Overload	5	10	20	1×SV3	–	Inaccurate
NuHu Stave	*Ranged*	5	10	20	1×SV3	–	Blast 3", No Cover, Knockout, +1 Pin
	Close	Hand-to-hand only		–		2×SV3	Compound SV, No Cov'r, Knockout, +1 Pin
Plasma Lance	*Scatter*	10	20	30	2×SV0	–	RF
	Focussed	20	30	50	1×SV2	–	–
	Lance	10	20	30	1×SV4	–	Inaccurate
Tool Appendages		Hand-to-hand only		–		2×SV1	Compound SV, Drones only
X-Sublauncher	*OH*	(5)10	20	30	1×SV1/Spec	–	Blast 2" or as special munitions 2", OH
Ghar Weapons		**Effv**	**Long**	**Ext**	**Shots**	**Attacks**	**Special**
Battle Claw		Hand-to-hand only		–		1×SV2	Battlesuit only (Dominator, Intimidator), Breaching
Disruptor Bomber		(10)30	60	120	1×SV1	–	Blast 3", Disruptor, Battlesuit only
Gouger Gun		(5)10	20	30	1×SV2	–	Force Down, Inaccurate, Battlesuit only (Exterminator)
Lugger Gun		10	20	30	2×SV0	–	RF
Lugger Pistol		5	10	15	2×SV0	1×SV1	RF
Plasma Claw		Hand-to-hand only		–		1×SV4	Battlesuit only (Exterminator), Breaching
Scourer Cannon	*Disruptor*	10	20	30	1×SV1	–	Blast 3", Disruptor, Dominator only
	Scatter	10	20	30	3×SV2	–	RF, Compound SV
	Focused	10	20	40	1×SV4	–	Breaching

Off-table & Support Weapons

Most large OH weapons have their effects and targeting stated as part of the scenario description, though we provide a few anti-personnel weapons for use in strongpoint or drone turret scenarios – the listed Res is that recommended for scenarios. The off-table OH weapon have their default ranges listed and normally have to draw LoS from an on-table spotter or scout probe.

Support Weapon	Effv	Long	Extr	Shots	Special*
Mag Heavy Support	30	60	120	5×SV3	RF, Res 13S (DP13/AV5), PBS
Mag Light Support	30	50	80	3×SV2	RF, Res 11S (DP11/AV4), PBS
Plasma Light Support (PLS)	30	50	80	3×SV3	RF, Res 11S (DP11/AV4), PBS, Compound SV
Off-table x-howitzer	– Effv (+2" on a miss) –			1×SV2/Spec	Blast 5"/special 5", OH, (DP13/AV5)
Off-table X-launcher	– Extr (+6" on a miss) –			1×SV2/Spec	Blast 3"/special 3", OH, (DP11/AV4)
Off-table x-mortar/AI Mortar	– Long (+4" on a miss) –			1×SV3/Spec	Blast 6"/special 6", OH, (DP13/AV5)
Ghar Only off-table weapons					
Disruptor Bomber	– Extr (+6" on a miss) – 1×SV1				Blast 3", Disruptor, OH, (Res 12 as battlesuit)
Heavy Disruptor Bomber	– Long (+4" on a miss) –1×SV2				Blast 6", Disruptor, OH, (DP13/AV5)

S If the turret/mount is not reduced to Res 10 or below by the SV of a hit, then the shot has no effect.

* Breaching weapons score damage as if shooting at a building with the DP and AV stated.

GRENADES/EXPLOSIVES

Antares grenades are small, no bigger than a large coin, and in general have quite a localised effect but are multi-purpose. Such micro-grenades are carried by most troops for use in hand-to-hand in addition to their use as thrown weapons. These can also be launched as Special munitions by x-slings in direct fire mode, micro-x launchers in direct fire or overhead mode, or by x-sub-launchers in OH mode.

When thrown, grenades have a range equal to the **Str** of the thrower but are otherwise classified as a shooting attack.

Grenades in Demolitions

The grenades listed here can all be used in demolitions or breaching attempts: the grenades can be thrown at an object as normal, or can be placed on or at the foot of an object with the intent to detonate them later.

To place one or more grenades as demolitions explosives, a sophont (that is infantry operative) must be given a Fire, Advance or Rally order during which they must not shoot. At the end of their activation, a number of grenades/explosive devices may be placed within 1" of the operative: one device may be placed on an Advance; up to three devices on a Rally; and up to five devices on a Fire order.

All the devices are triggered remotely and simultaneously by any member of the placing trooper's shard at the **start** of their activation on a Run, Advance, Fire or Rally order. The explosives damage to the object against which they were placed and anything else in LoF from the point as for a blast.

The blast diameter of placed explosives is increased by 1" for each two devices placed in exactly same spot.

For example, three fractal charges placed together on a wall have Blast 3" but also cause a single SV15 hit on the wall (Breaching SV5).

If any models are caught in the area of the Blast, they are attacked as for blasts using the compounded SV of the explosives: size does not modify the Acc chance. Res saves are made as normal.

For example, there is a spotter buddy and a trooper just 2" away from the fractal charges when they detonate. Each are subject to three Acc 5 attacks at SV3 – potentially devastating for the buddy drone with its Res 3.

Damage Points, Armour Value

The effects of the blast vary on the toughness and strength of the object against which they are placed. All objects have an armour value (AV) that reflects their innate structure and damage points (DP) that reflect how much damage they can take. When an object is attacked or hit, it does not make a Res save but reduces the effect of the hit by its AV and any excess SV is deducted from its DP.

Breaching weapons ignore the AV of an object.

When an object's DP is reduced to zero or below it is destroyed; in the case of a wall, it collapses to create a 3" hole; and a door is blown open and is useless.

Refer to the Objects, DP and AV table for example DP and AV for objects that may crop up in the game. Other objects are stated in the scenarios.

Objects, DP and AV

Object	DP	AV
Standard Wall	10*	2
Standard Door	5	1
Armoured Door	10	4
Reinforced wall	15*	6
Building	20	2
Reinforced building	30	6

* DP inflicted against the wall of a small building are also applied to the building as a whole: larger buildings are typically built with more structural reinforcement but will collapse when significant numbers of holes are made in lower-level walls.

Disruptor Dischargers

Disruptor dischargers are specialist, micro- grenade launchers that automatically fire as a Ghar Exterminator suit closes with its enemy. The dischargers are treated as part of hand-to-hand and have their damage assessed alongside any hand-to-hand attack (normally an assault claw) the Ghar possesses. The dischargers use the Ghar's Acc at point-blank range, so ignore cover and concealing terrain, minus any other Acc penalties as if shooting with an Advance order.

As the dischargers are also disruptors, this means that hand-to-hand combat with a Ghar assault suit is often deadly!

A Ghar battlesuit with dischargers may use them as explosive devices (disruptors have the Breaching keyword) with a 0" Blast – but note the increase in blast area for each two additional devices placed.

Fractal Charges

Using the same technology as in the heavy borer weapons of Antarean societies, fractal charges disrupt the cohesion of objects in the area of effect, causing them to fragment and, in some instances, turn to little more than dust.

When used in hand-to-hand, the Blast diameter is ignored.

Implosion Charges

A variation of compression technology allows for implosion charges to abruptly compress objects around them. They are not particularly useful when thrown, but when placed are much more effective.

Plasma Grenade

These tiny grenades are common around Antares and are primarily used as a general explosive device or in hand-to-hand where they will adhere to opponent's armour.

Solar Charge

Whilst primarily an Algoryn device, the hazardous solar charges are occasionally used by a few other factions in place of plasma grenades. Solar charges are most often used as mines or demolitions explosives, absorbing energy from their environment, but can – at a pinch – be used in hand-to-hand, during which their blast diameter is ignored.

X-Grenade

X-grenades are the primitive explosive devices that can be built relatively easily by the more primitive nations. They are typically replaced by plasma grenades in the more advanced nations. The x-grenade's Blast 1" effect means that in hand-to-hand the blast diameter can be ignored.

| | ----- Range ----- | | | | | |
Grenades	Effv	Long	Ext	Shots	Attacks	Special
Disruptor Dischargers (Ghar) – HtH only –			3×SV1		–Compound SV, Disruptor	
Fractal Charges	Str	–	–	1×SV3	1×SV3	Breaching SV5, Compound SV, Hazardous HtH, Blast 2"
Implosion Grenade	Str	–	–	1×SV1	1×SV2	Breaching SV3, Compound SV
Plasma Grenade	Str	–	–	1×SV1	1×SV1	Compound SV
Solar Charge	Str	–	–	2×SV1	2×SV2	Blast 2", Compound SV, Hazardous HtH
X-Grenade	Str	–	–	1×SV0	1×SV0	Blast 1" , Compound SV1, Hazardous HtH

SPECIAL MUNITIONS

Antarean troops have access to an extensive range of special munitions, depending on the level of technology of their faction as well as the operational parameters of each faction. The munitions shown here can only be used if they listed in the faction's equipment for the weapon to which they apply.

When launching special munitions, a shooter must state they are doing so before making the shooting Acc test. Most special munitions are indirect (OH) fire only.

Special Munitions Area of Effect

A special munitions marker is placed on the table at the point the shot finally landed. The area of effect depends on the size of the weapon firing the munitions, as seen in the following table:

Weapon	Area of Effect
X-sublauncher	2" diameter
Micro-x	3" diameter
off-table x-launcher or x-howitzer	5" diameter
off-table x-mortar or AI mortar	6" diameter.

Those people, objects or shots affected by the marker are those within the diameter circle specified, as for other Blasts (see above).

The effects are normally at most 3m high so do not affect OH shots unless the OH weaponry is fired from, or lands within, the area of effect of the special munition.

Duration of effect: Unless having a duration specified as 'immediate', a special munition marker lasts until the end of the current turn at which point it is checked to see whether or not it runs out of power or the effect continues (see *Turn End Phase*, above). When a special munition ceases to operate or is destroyed, remove its marker from the table.

Arc

Arc munition generates an energy sink that pulls in energy from the surrounding area.. It is often used as a point defence.

Each shot whose LOF passes through an Arc's area of effect must roll a D10 before making its Acc test: on a 1-5 the shot passes through as normal and may make an Acc test, otherwise the shot is deflected and misses. If a shot passes through multiple Arcs, roll for each as it passes through!

Arc munitions also negate other special munition markers on the table providing they have a duration, including other Arc munitions. If a munition lands within the area of an Arc it is destroyed and has no effect; if an Arc munition lands and its area touches any part of a marker already on the table, then the existing munition is destroyed; an Arc landing within the area of effect of another Arc causes both to destroy each other.

Blur

Blur shells use a variant of compression technology and its graviton manipulation to create a localised spatial distortion.

Any shots from a model within, or LoF drawn through, the area effect of a Blur suffers an Acc penalty of -2 for each Blur through which it passes (so -4 for two Blurs, and so on).

Disruptor

Availability: Ghar only

Disruptor munitions are fired in direct fire and OH mode by Ghar battlesuits or as off-table OH fire – Ghar do not have other off-table munitions. Disruptor munitions have the No Cover, Blast and Disruptor keywords and the SV is dependent on the launching weapon:

Grip

Grip shells generate a hyperlight mesh, a maze of mass sinks that slows down those moving through it.

A model that begins any movement within, or moves into, the area of effect of a Grip must immediately take an Movement Test. On success the unit moves at half pace for the rest of this turn; on failure, the unit must halt.

Probes and buddy drones may elevate their position and glide over the grip with no effect.

If having to make an Ag test for terrain as well as the Grip, test for the effect of the Grip first. If halved through Grip and then halved again through another Grip or a terrain test, then reduce movement accordingly, first to quarter pace, then eighth and so on.

Scoot

Scoot shells broadcast a sub-harmonic pulse that affects the nervous systems of living creatures rendering targets temporarily incapable.

Scoot affects any **living** model including crewed combat skimmers; it cannot affect machines.

Any model within the effect of the Scoot can only ever be given a Run or Down order, or can only make reactions that result in a Run or a Down, even if on Ambush.

Scramble

Scramble shells shower the immediate area with combat nanophages. These target an opponent's nanosphere, compromising its ability to generate and conduct energy.

Scramble does not affect friends nor those models that have the Scramble Proof attribute (such as Ghar machinery).

Those affected models within the area of effect of any enemy Scramble munitions suffer the following, fixed penalties:

- Armour fields, such as those generated by reflex, hyperlight, phase, impact, batter, kinetic or similar generators are nullified.
- Drones and vehicles have their Res value reduced by -2 whilst they remain affected.
- Buddy drones cease to function but may move with their parent unit.
- Probes cease to function and may not move.
- Kinetic barriers whose projector is within the area of effect cease to function.

Slingnet

Slingnet is only ever a **direct fire** round used by the IMTel nations in x-sling wrist launchers and by others in micro-x launchers. On a hit, a slingnet round creates a lightweight suspensor net over the target, pushing it into the ground and hampering movement and activity.

A target hit by a slingnet round suffers no damage and makes no Res save but incurs an extra pin from the hit – one for being hit by shooting and one from the slingnet. A target whose total Res save against the hit would have been 11 or more takes no pins from the hit or the slingnet.

Suspensor Net

Suspensor Net rounds are fired OH and create a localised interference field that hampers movement and activity. This is equivalent to receiving additional pins.

Suspensor net has an **immediate** effect (so is not affected by Arc) and uses a blast template as for the size of weapon depending on the weapon launching the round.

The suspensor net inflicts no damage other than setting the minimum pins on the target to three. If the target has more than three pins already, then they merely receive one more pin for being shot at and hit, as normal (see *Pins from Shooting*, above).

ARMOUR

Armour varies widely from faction to faction. The more intelligent armour is highly effective but relies on projected fields and its embedded machine intelligences and IMTel to operate at full effectiveness. Armour is limited by faction so has an availability: those factions who

do not automatically given armour to an individual must pay an XP cost to give the armour to a trooper.

When given in stats, the most common armour bonus is given. So hyperlight armour is normally stated as 'Res(Res+2)', as in '5(7)' and impact armour is not given at all.

Unless stated otherwise, armour bonuses are applied after any other bonuses from special attributes but before any Res bonuses from cover. Reflex armour is applied first, then impact armour. This is key as most armour will only protect up to a given Res.

Ghar Battlesuits

Ghar armour on their battlesuits is a complex mix of primitive magnetic fields overlaying multiple layers of advanced ceramics and metals. It is best regarded as a straightforward Res 12 rather than a Res bonus, the battlesuit pilot reverting to standard Ghar stats when dismounted (albeit with an armoured flight suit). Dismounting from a suit takes ½×Mv, leaves it inoperable and is carried out as part of an Advance or Move action – the suit is tailored to the pilot so only they can use any upgrades but another pilot can use the suits basic functions.

Ghar battlesuits as Scramble proof and are counted as Large 3 for transport purposes.

When upgrades are bought for a Ghar battletrooper, the upgrades must make it clear whether they are for the battlesuit or for the Ghar pilot. This is perhaps best noted by placing (pilot) after those skills the pilot has and (suit) for those upgrades made to the battlesuit. A physical upgrade to the pilot cannot apply to the suit, and vice-versa.

There are three types of Ghar battlesuits and one must always be chosen prior to each mission (spare parts are needed as they regularly break down):

- the **Intimidator** suits used for support with a battle claw and a disruptor bomber, sometimes referred to as Bomber suits;
- the infamous **Dominator** suit with a Scourer cannon and battle claw, sometimes referred to by the generic name of 'battlesuit' or Scourer suit; and
- the **Exterminator** suit, equipped with a plasma claw (a large battle claw), disruptor dischargers and a gouger gun, sometimes referred to as an Assault suit.

Ghar Reactor

A Ghar battlesuit has a Ghar Reactor which may boost the suit for a turn. To do so, roll a D10 prior to drawing any OD: on a 1-6 the reactor fires up; on a 10, the reactor burns out and cannot be fired up for the rest of the game. An active reactor allows the battlesuit to either:

- have one extra shot with its scourer cannon or gouger gun at the same or a different target than the first; or
- make an (extra) Advance Mv (4").

The trooper can decide when to add the bonus as appropriate.

> *For example, on an Advance, the battletrooper could move through difficult terrain and perhaps fail, so elect to make an extra 1×Mv (with another Ag test); if it passed, however, it could decide to make an extra shot with its scourer.*

A Ghar Reactor is so polluting that when it is fired up it automatically creates an Nano-Damp 2 effect. This skill does not apply if it isn't fired up, or if it is burnt out.

Ghar Flight/Vacc Suits

Dismounted battlesuit pilots and some other, important Ghar wear armoured flight suits. These combine significant flexibility with inserts of the same armour used in the battlesuits, so cannot offer much protection beyond that of most other armour shells: Ghar, however, find them a source of immense comfort.

Ghar vacc suits are similar to flight suits but inflict an -1 Ag penalty to the wearer. Vacc suits may be bought for any Ghar Outcast.

Ghar flight suits are automatic for battlesuit pilots and may only be purchased by such pilots.

Ghar flight and vacc suits are Scramble Proof. The armour bonus to Res for both is +1 up to a maximum of Res 5.

Hyperlight Armour

Hyperlight armour projects a reflex field and positions an adaptive hyperlight envelope to flare off the incoming energy of an attack into reflected light or sink-mass. The degree of protection depends on the armour's ability to react to an incoming attack. The armour is incapable of functioning within the area of effect of a Scramble field.

The armour bonus to Res saves is:

- +1 against hits originating within 10" (effectively just the reflex field) up to a maximum of Res 8;
- +2 against hits originating from 10" or further away up to a maximum of Res 9;
- +3 against Blast and OH hits up to a maximum of Res 10.

Impact Armour (Cloaks, Shields)

Impact fields are projected from an underlying projector web over a hard surface, like a shield, or a relatively flexible surface such as a cloak. The web is less capable than normal reflex fields and can only protect against attacks when the bearer interposes the carrier web between themselves and the attack.

Impact armour is incapable of functioning within the area of effect of a Scramble field.

The armour bonus to Res is +1 to any attack originating from within 3" of the wearer, including those from Stand and Shoot Reactions, up to a maximum of Res 8.

Phaseshift armour

The Senatex incorporated Tsan phaseshift technology into its IMTel-enabled battlefield armour. The armour is incapable of functioning within the area of effect of a Scramble field.

In addition to the armours Res bonuses, a wearer can automatically go Down (and prone, if wished) as a Reaction even if it already has a non-Down order dice allocated: just turn the order dice to Down. If already Down, the operative cannot go Down again and cannot go prone.

The phase armour bonus to Res saves is:

- +1 against hits originating within 10" (effectively just the reflex field) up to a maximum of Res 8;
- +2 against hits originating from 10" or further away up to a maximum of Res 9.

Reflex Armour

Reflex armour absorbs the energy of an incoming attack and converts it into a temporary sink-mass. Whilst not an adaptive armour, it is still reliant on considerable advanced technology so is incapable of functioning within the area of effect of a Scramble field.

- The armour bonus to Res is +1 to all ranged and hand-to-hand hits up to a maximum of Res 8.

Resharded armour

Resharded armour is typically Concord or Senatex style armour that has been stripped of its IMTel-enabled enhanced machine intelligence and left with its reflex field and adaptive hyperlight envelope. Resharded armour is incapable of functioning within the area of effect of a Scramble field.

The armour bonus to Res saves is:

- +1 against hits originating within 10" up to a maximum of Res 7;
- +2 against hits originating from 10" or further away up to a maximum of Res 8.

SD Hazard Armour

The formidable Algoryn Special Division's (SD) Hazard armour is experimental and consists of multiple reflex shells overlaying one atop the other atop a solid, carefully engineered core. The armour takes a great deal of effort and training to use and maintain. The armour is incapable of providing any Res bonus within the area of effect of a Scramble field but may still move and fire weapons.

The armour costs 10 points if upgrading a non-SD Algoryn into SD but the individual must be from the Vector or Optimate leger.

Hazard armour's bonuses, equipment and penalties are:

- +3 Res bonus up to a maximum of 10;
- Str 7 (from the suit, reduced to normal if affected by Scramble)
- -1 Ag penalty;
- -1 Init penalty;
- Move 4" only;
- A built-in plasma carbine;
- A built-in d-spinner.

ADDITIONAL EQUIPMENT

Like everything else taken on a mission, all the equipment here must be costed and fit into the limits for each scenario.

Gun Drone

Gun drones are the size of buddy drones and probes but are semi-independent drones with a rudimentary machine intelligence, depending on the faction. The stats and weapons depend on the faction in which they operate.

Gun drones take pins and must make tests like any other operative, and count towards combatant totals for a scenario.

If a gun drone falls casualty – which is likely as they have zero Wounds – they are automatically replaced prior to the next scenario. The downside is that a gun drone may not earn XP.

Equipment	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Boromite gun drone*	27	8	8	5	2	6	2	5(3)	0	Tiny, Suspensored, plasma carbine
Concord gun drone	36	10	10	5	1	6	3	6(3)	0	Tiny, Concord IMTel, Suspensored, plasma carbine
Freeborn gun drone*	28	9	9	5	1	5	2	5(3)	0	Tiny, Suspensored, plasma carbine
Isorian gun drone	34	10	10	5	1	5	3	5(3)	0	Tiny, Senatex IMTel, Suspensored, plasma carbine
Mercenary gun drone*	19	8	8	5	1	5	2	5(3)	0	Tiny, Suspensored, mag repeater

*Freeborn and Bounty Hunters can purchase either Freeborn or Mercenary gun drones and Freeborn can also purchase Boromite gun drones.

AG Chutes

These are suspensor chutes integrated with hyperlight armour used by Concord Drop troops. The chutes give the wearer Mv 8 and the Suspensored keyword. They are only given to fully-trained Drop Troopers who bring the armour extensions with them when they join an Incision Shard.

Suspensor Platforms

These are cargo plates that generate a suspensor field. They are useful but intended for use on flat ground such as port aprons and loading docks, so can be tricky to handle in the field. Many nations use them but Boromites sometimes bring them to the battlefield for their lavan species handlers to keep up with their rock brood.

A lavan handler given a suspensor plate gains Mv 6 and Suspensored, but can only go at half speed through

difficult terrain and any movement test is taken at an additional -1 Ag penalty.

Tector Rods

In place of a lugger gun, a Ghar Outcast can be given a tector rod in any scenario which allows them to transmit targeting data to the rest of the Ghar in their shard. If within 10" of a target, they can transmit targeting data to the shooter such the shooter gains a +1 combat bonus (so is in addition to any Aimed Fire bonuses). This bonus will not stack with data from Ghar flitters.

Batter Shields and Kinetic Barriers

Kinetic barriers and batter shields are energy walls that deflect shots passing through them. Any shots drawing LoF through the walls from the outside to the inside suffer a -2 penalty to Acc. As all such energy walls are around 3m in height (in real life – about 5cm in 28mm or 1/60 scale), they can be ignored by any LoF drawn over them from higher ground or by weapons shooting overhead.

Kinetic barriers

These are from 4" to 8" long, sometimes longer. The outside of a kinetic barrier is that upon which symbols are etched or, failing that, the edge stated by the player placing them. Kinetic barriers are projected by a tiny projector at their centre or at each end and are destroyed when one of the projectors is destroyed: treat the projector as a prone, tiny piece of equipment.

Batter Fields

These are a kinetic barrier projected by a battlefield drone, a defensive turret or installed equipment module and can be moved and repositioned when the projector is activated. The field is represented by a crescent-shaped template (see appendices), the outside edge of which delineates the line of protection. No part of the batter template may ever be more than 5" from the buddy, turret or vehicle projecting the template.

Destroying a batter buddy or batter module destroys the batter field.

> The points cost of a batter field is included with that of the model that projects them. Kinetic barriers are only placed as terrain or specifically placed by one side during a scenario, so have no need to be costed.

Probes / Buddies

After the general rules on buddies and probes, the capabilities of each probe and buddy type is explained. Availability and costs are given in the equipment tables in the *Creating an Incision Shard* section in the following chapter.

In general, probes and buddies are Shard equipment so may even be assigned to different controllers from one scenario to the next. Refer to the Dronesync skill for more details.

Probe/Buddy Stats	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Probe/Buddy drone	Var	10	10	(5)	1	3	–	–(–)	0	Tiny; suspensored

Buddy/Probe Movement

Being suspensored means probes and buddies ignore the effects of difficult terrain with respect to movement but they can still benefit from cover. When a buddy's controller is activated, the buddy moves with them and can reposition itself, but must end its movement in formation with its controller. A probe may move as soon as its controller is about to be given an order dice, even if the controller goes Down or on Ambush, the number depending on the controllers Dronesync skill, and is moved first. It may only make a Run move as if receiving a Run order, though has no order dice.

If a buddy has a projected area of effect such as a batter field, the effect can be moved when the buddy is moved or the buddy's controller is activated, including when the controller Reacts, makes a Rally, intentionally goes Down or makes an automatic reaction using Phaseshift armour. A controller retaining an order dice from a previous turn is not activated so the buddy can neither move nor change its area effect!

Buddies, Probes and casualties

Once purchased, probes and buddy drones are part of an Incision Shard's equipment and if destroyed are removed from play but replaced before the next scenario.

When a buddy or porobe's controller falls casualty:

- buddy drones are removed as they cannot continue to operate on their own;
- probes remain on the table but remain stationary, whatever effect the probe has continuing to operate until it is destroyed.

Buddy/Probe Stats

The Acc shown for probes and buddies only applies if the model can shoot.

Probe and buddy Res reflects some basic, battlefield armour: civilian buddies and probes have Res 1. Like any other equipment model, probes and buddies can be targeted separately from their controller.

As they have no Init or Co probes and buddies cannot make any tests requiring those stats.

Buddies, Probes and Assaults

Probes cannot initiate or be the target of Assaults as they merely float out of the way. Buddies may end up being targeted in an assault by an attacker with multiple attacks.

Batter Buddy

The buddy projects a batter shield (see template) within 5" of itself that offers a -2 penalty to shots passing through from the outside to the inside.

Camo Buddy

If a unit with a camo buddy goes **Down**, the camo buddy creates a multi-spectrum imago around the unit that matches with the background, making it virtually invisible: the unit cannot be targeted from anyone whose LoS is beyond 10" from the camo buddy. OH fire can be targeted at a point on the ground so is relatively unaffected. An enemy model within 10" with the Patch Sighting skill can broadcast the unit's location to any other enemy (see the Patch Sighting skill on p.65).

Ghar Flitter probe

A Ghar Flitter is a winged probe that tries to hunt out opponents and transmit the targeting data to the Ghar shard. For each flitter within 10" of an target, roll a D10: on a roll of 1-6 the flitter transmits targeting data to the shooter so they gain a +1 combat bonus (so is in addition to any Aimed Fire bonuses): on a 10, the flitter malfunctions and crashes – remove it from the table.

Hound Probe

At any point during a turn, irrespective of the status of its operator, the Hound probe may explode with Blast 3", inflicting an SV4 blast hit on all enemy probes, buddies, gun drones and equipment within the area of the blast.

Medi-buddy x

Medi-buddies have a medkit capability rating (x) where x is:

- **7** for Concord;
- 6 for Senatex, Algoryn, Boromite, Freeborn;
- **5** for all Advanced Mercenaries/Bounty Hunters.

At the end of its controller's activation, a Medi-buddy may attempt to restore one Wound to one allied individual to which it is adjacent: test against the buddy's capability minus the number of Wounds the target has received (the buddy will not have a Wound!). On success, one of the individual's Wound markers is replaced by a pin marker – they have recovered from a Wound.

Note that captives are not normally allies!

Medi-probe x

A medi-probe is identical to a medi-buddy except in points costs and in the fact that it requires a more sophisticated machine intelligence so cannot be used by the lower-technology factions. In addition, a medi-probe operates at the end of its own activation (even if the move is 0"), not at the end of its controller's activation. Bounty Hunters tend to purchase medi-probes from Freeborn to provide first aid to their beasts – their medkit supply issues mean that they tend to have lower-rated medi-probes.

Nano-buddy

A symbiote (see p.34) used by NuHu to generate and focus a combat nanosphere and batter shield around its NuHu. All NuHu receive a nano-buddy for free and it is considered part of them, as a single model.

Scout Probe

A Scout probe has the Patch Sighting skill (see p.65) so can act as LoS for other model's OH fire. The Patch Sighting also effectively nullifies a camo buddy's imago if the probe is within 10" of the enemy camo buddy.

Spotter Buddy

Grant a +1 Aimed Fire bonus to Acc to a controller's direct fire providing the buddy has LoS to the target. A spotter buddy can also provide LoS to a target its controller cannot see when shooting an OH weapon – in which case use the buddy's LoS penalties and the shooter's LoF penalties.

Targeter Probe

Provide a +1 Aimed Fire bonus to allies' when shooting at targets adjacent to, or within a Blast 3" area, of the targeter (like other Aimed Fire bonuses, this does not stack with other Aimed Fire bonuses).

BEASTS

Some trained creatures may be brought to the battlefield and used under the control of operatives with the Handler skill. Mounts are not used in Incision Shards as they are typically far too bulky and impossible to control after experiencing the abrupt drop- or hyperlight envelope planetary deployment used by the shards.

General Beast Rules

Beasts use up a combatant slot in the scenario. Beasts can be bought like any other operative when setting up an shard or when replacing , or may be bought subsequently using shard XP or the XP of the operative who is to handle them.

Beasts are activated with their own OD, count as operatives and count towards their shards OD and combatant total for a scenario. They are controlled by a Handler. If a handler dies, the beasts they controlled become out-of-control and can only be given Run orders (they may be forced Down): on being activated the beasts move D10" in a random direction and, if they run into any enemy model they attack it as if making an assault – the model's unit may react as if reacting to an assault, as normal. An out-of-control beast with Frenzy will not run in a random direction but runs towards and Assaults the closest living model it can sense (see Frenzy, p.33), whether friend or foe.

If there is no Handler to control a beast at the start of a scenario, then the beasts are uncontrolled right from the start!

Note that **lavamites** have the Belligerent(non-Lavans) keyword so cannot be used in a Shard that contains any other Beast.

A reminder: When taking Order or Break tests, Beasts cannot use the Co of nearby commanders: they must either use their own Co or that of their handler with the Command Beast attribute.

Beast Stats

Beast stats and point costs are in the following table. The beasts permitted to each species or faction are given in the *Shaping an Incision Shard* chapter, p.58.

Beast and Stats		Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Angkriz	*Baseline*	21	5	6	–	6	7	6	6	1	Beast, Attacks 1×SV3, Knockout
	Enhanced	25	6	6	–	7	7	6	6	1	Beast, Attacks 1×SV3, Knockout, Capture, Savage Strike
Guard Beast		15	6	5	–	5	6	5	5	1	Beast, Attacks 1×SV2, Capture
Lavamite Hatchling Swarm		18	4	5	5	4	6	4	5	1	Beast, Lava Spit 2"/SV1, Attacks 3×SV1, Compound SV, Swarm, Belligerent(non-Lavans)
Lavamite Rock Brood		34	7	5	5	8	8	4	6	1	Beast, Lava Spit 5"/SV3, Attacks 1×SV4, Savage Strike, Frenzy, Belligerent(non-Lavans)
Lavamite Rock Dog		23	6	5	5	6	7	4	6	1	Beast, Lava Spit 3"/SV2, Attacks 1×SV3, Savage Strike, Belligerent(non-Lavans)
Warbeast		20	7	5	–	7	6	4	6	1	Beast, Attacks 1×SV3, Savage Strike

Angkriz

Angkriz are a particular breed of animal whose origins are unknown, though it is thought they may have evolved on the Hükk's original home world. Throughout the many ages of Antares they have been bred for ferocity, intelligence and obedience and some breeds have been given genetic adaptations to enhance strength, speed and aggression. The animals take to handlers well and enjoy running in packs.

As a result, there are two classifications of angkriz: the baseline and the enhanced. They are generally regarded as different species.

Guard/War Beasts

These are the generic terms given for a range of animals, some of which might approximate the war dogs from Old Earth, whilst others may be almost any creature found on a Feral or primitive world.

Lavan Creatures

Lavans is a generic term that refers to all lavamites.

When the Boromites were created, a species of animal was also created to help them mine based on the extremophiles found in asteroid fields. These lavan creatures have complex stomachs and lava-like spit that is used to digest their meals.

Mobile eggs are first laid from a huge brood mother and scuttle off into crevices where they crawl into a crevice and wait. Eventually they hatchling – hatchlings – and tunnel through the rock looking for the minerals to help them grow. Hatchlings tend to club together for protection, forming small swarms of up to 20 creatures. After many years – and if they find the right minerals or eat enough hatchlings – the beasts grow into larger versions of themselves, firstly to the size of Rock Dogs (as the Boromites call them), then perhaps into the surly Rock Brood or even into fast riding beasts called locomites. Only a very few lavamites find enough of the correct elements to grow to the size of brood mothers and lay new eggs.

Boromites often have a hatchling as a personal – though dangerous – pet but only the most well-trained handler copes with Rock Dogs or Rock Broods. However, Boromite miners use their lavamites to help them tunnel and search for veins of ore in which they are interested.

SHAPING AN INCISION SHARD

Before starting play, a player needs to create their own Incision Shard. Alternatively they could use one of the example shards presented below or the starting shards (p.11 onwards) as a basis on which they can build their own shard.

Each Antarean faction has its own specialists and own approach to creating an Incision Shard, but players have some flexibility in defining the individual shard members and developing them as the campaign progresses: developing and tracking the skills of an Incision Shard is central to campaign play.

Players should keep track of shard losses and experience gained after each mission as dead troopers cannot be used in subsequent scenarios. For each scenario, a player selects troopers and equipment from those available up to the maximum points and trooper numbers allowed for the scenario. One of the skills in *Antares: Incision* is not only in selecting the right troopers but in the long term making sure there are enough fresh recruits on a roster to make up the numbers needed.

CREATING AN INCISION SHARD

To build a shard before a game, mission or campaign, the players decide how many XP they each have to spend on the build. Each player then spends up to that amount of XP on purchasing team members from the templates available for their faction. The next step is to use any remaining XP to tailor those shard members by purchasing skills and perhaps additional equipment – again, from that available to the faction.

Any XP left over can be saved to upgrade operatives or to purchase other equipment at the end of a mission.

A good starting point is 300 XP, as shown in all the starting and example shards. At least five shard members must be purchased, though we would advise one or two more as replacements in case of injuries or casualties in early scenarios. One of the shard members must be a leader as stated in the selection options for that Incision Shard. The starting shards already have replacements.

The Armoury Availability tables at the end of this section shows the weapons, armour and equipment available to each faction. The stats in the sample shards already include the benefits or penalties from any skills, such as an Increase to Co 8 for Leadership 1.

> *For example, a player decides to set up an Algoryn Vector AI shard – a general-purpose shard. They must choose at least five Vector AI troopers, one of whom must be a Vector AI Sub-Officer or – because it's Algoryn – an Optimate. The player elects to take five normal troopers and a sub-officer, with a few upgrades.*

Demolition Objectives

If the scenario calls for demolishing a structure or breaching a wall, an infantry operative may be given any explosives available to their faction for free, such explosives replacing any normal grenades they might have, for this scenario only. To be available outside demolition missions, the explosives must be purchased as other weapons using Operative XP.

Algoryn Shards

The Algoryn Prosperate is a multi-species federation, trade zone and mutual-defence league of over 300 affiliated systems and over 3000 subservient systems spread throughout the area known as the Determinate. The militaristic society of the Algoryn founded and dominate the Prosperate in all aspects of governance, expansion and defence.

Whilst the other peoples of the Prosperate each have their own society, the Algoryn are divided into castes, or legers, in each of which are what can be considered strongly-tied, extended families, or mochs. The Optimate leger forms the ruling class, the Vector the core of the armed forces, and the Founder leger perform many of the functions of a civil service, including skilled workers such as researchers, doctors and field surgeons, but also provides a highly-trained militia. The Servile leger provides many of the lower skilled workers and the lowest, the Base leger, is scarcely a leger at all and is filled with the outcasts, criminals and, frankly, the unwanted of Algoryn society, Loyalty to one's family and moch is strong, keeping the Algoryn insulated from external dominance.

Those outside the Prosperate often see it as an elitist, militaristic and domineering empire led by a small group of charismatic leaders – and what's more, leaders who expect total obedience from their panhuman and alien subjects. Whilst the Prosperate's ruling High Council see the Algoryn Infantry (AI) as a tool for stability and order, others see it as a caste-ridden, oppressive, but elite fighting force used for conquest, one comprised of a single, ruling, panhuman race – the Algoryn. There is no doubt that amongst the ruling Optimate caste there are some extremely capable individuals and the military capability of the AI is respected by all who have faced them in battle.

Unlike the IMTel nations, the Algoryn Infantry (AI) have a variety of specialist units in regular use, some of which are more suitable to Incision Shard operatives than others. The most common Incision troopers are the more experienced members of the all-female units of

Infiltrators. AI Assault troopers and SD Hazard troopers are rarely used in Incision Shards except in special situations.

An Algoryn Incision Shard must be one of the following types: Vector; Infiltrator; Assault; or Special Division (SD) Hazard. The shard must be commanded either by an Optimate or a Sub-Officer of the shard type. Any shard can also contain Vector AI troopers whilst a Vector shard led by an Optimate can contain an Infiltrator trooper and an Assault trooper (Optimates have a great deal of influence).

Algoryn Troopers

The equipment of Algoryn Troopers depends on their principal squad type. If an optimate commander ever wishes to adopt the shard's weapons, they must pay for them out of additional XP.

Unless a leader, all Algoryn Vector troopers receive the special attribute Discipline (+1 Co if not using a nearby commander) to reflect their training and background – leaders receive Leadership 1, instead. All Algoryn Vector troopers and leaders also receive a mag pistol whilst optimates receive a plasma pistol and always use plasma carbines (included in their cost): if an optimate wishes to use the same weapons as their squad, they must pay for them out of the base XP.

Founder troopers occasionally form their own shards when the AI is nowhere to be seen but can otherwise be included in a Vector AI shard on special assignment. Founder Algoryn can never command a shard containing non-Founder troopers.

Optimate Leader (any shard except SD)	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Optimate (Commander)	41	5	5	6	5	6(7)	7	8(4)	1	Algoryn Optimate, Leadership 1, reflex armour, plasma carbine, plasma grenades, plasma pistol
Vector AI Shards	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Vector AI Sub-Officer	36	5	5	5	5	6(7)	7	8(4)	1	Algoryn Vector, Leadership 1, reflex armour, mag gun or mag repeater*, mag pistol, plasma grenades
Vector AI Trooper	35	5	5	5	5	6(7)	7	7(4)	1	Algoryn Vector, Discipline, reflex armour, mag gun or micro-x with overload, mag pistol, plasma grenades
* The Sub-Officer may choose between either mag gun or mag repeater at the start of each scenario										
Founder (militia)	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Founder Sub-Officer	35	5	5	5	5	6(7)	6	8(4)	1	Algoryn Founder, Leadership 1, reflex armour, mag repeater or mag gun*, mag pistol, plasma grenades
Founder Trooper	32	5	5	5	5	6(7)	6	7(4)	1	Algoryn Founder, reflex armour, mag gun or micro-x with overload , mag pistol, plasma grenades
* The Sub-Officer may choose between either mag gun or mag repeater at the start of each scenario										
Infiltrator Shards	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Infiltrator Sub-Officer	36	5	6	5	5	6(7)	7	8(4)	1	Algoryn Vector, Leadership 1, reflex armour, mag repeater, mag pistol, solar charge or implosion grenades
Infiltrator Trooper	35	5	6	5	5	6(7)	7	7(4)	1	Algoryn Vector, Discipline, reflex armour, mag repeater, mag pistol, solar charge or implosion grenades
Algoryn Assault Shards	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Vector Assault Sub-Officer	36	5	5	5	5	6(7)	7	8(4)	1	Algoryn Vector, Leadership 1, reflex armour, mag repeater, D-spinner, mag pistol
Vector Assault AI Trooper	35	5	5	5	5	6(7)	7	7(4)	1	Algoryn Vector, Discipline, reflex armour, mag repeater, D-spinner, mag pistol

Algoryn SD Hazard Troopers

We deal with these separately as the SD Hazard units are very different from other units and can operate in two modes: as hard-hitting shock troopers and also as standard Incision Shards. To allow them to operate as Vector shards, weapons for the squad must be purchased to match those of a Vector AI shard as the plasma carbine and d-spinner shown are built-in to the Hazard suit. When

operating as a standard Vector Shard, the troopers Mv, Ag, Str and Init revert to normal.

We cost an Optimate separately as optimates in SD Hazard shards use hazard armour and not their own! When operating without a hazard suit, the optimate leader can be bought a plasma carbine (11XP) instead of the normal Vector weapons.

See the next page for Hazard trooper stats.

SD Hazard Troopers	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
SD Hazard Optimate Cmdr	47	4	4	6	7	6(9)	6	8(4)	1	Algoryn Optimate, Leadership 1, Hazard Armour (built-in plasma grenades, plasma carbine, d-spinner), personal plasma pistol
SD Hazard Sub-Officer	45	4	4	5	7	6(9)	6	8(4)	1	Algoryn Vector, Leadership 1, hazard armour (built-in plasma grenades, plasma carbine, d-spinner) , personal mag pistol
SD Hazard Trooper	44	4	4	5	7	6(9)	6	7(4)	1	Algoryn Vector, Discipline, hazard armour (built-in plasma grenades, plasma carbine, d-spinner), personal mag pistol

Algoryn Equipment

Algoryn military doctrine tends to spurn plasma weapons in favour of the more easily maintained mag weapons so cannot get hold of them outside the experimental Hazard troopers or the personal weapons of optimates.

Algoryn regard the micro-x as an intrinsic component in their squad tactics but tend to limit its use due to its inaccuracy at range and lack of reliability compared with the mag gun: up to two shard members in any scenario can be equipped with micro-x. Troopers equipped with a micro-x can purchase special munitions for it and may also swap out their micro-x for a mag gun during selection before the start of any scenario (that is, before seeing their opponent's list).

Algoryn technology limitations means they cannot use the full gamut of special munitions but they make great use of Scramble and against Ghar, Scoot and Suspensor Net.

Boromites

The Boromites are an extreme panhuman morph originally bio-engineered in the Second Age in the Borom system for asteroid mining. They have a high resistance to radiation and adverse atmospheric conditions and can even tolerate vacuum for a while. After the diaspora from the now-lost Borom, they developed into an itinerant, close-knit workforce – the quintessential workers of Antares, mining from deep under mountains to vast, open-cast scrapes to asteroids. They are also the master builders for almost every nation but, as a sideline, they are also known to run black market operations where there is any opportunity to enrich themselves.

Other panhumans considered Boromites to be taciturn, secretive, rumbustious and perhaps even chauvinistic.

The truth is that their society is heavily clan-based and matriarchal, ruled by the rare Guildess and Clan Matriarch, and they have great respect for their womenfolk; indeed, they cannot understand why others do not feel the same. As a result, Guildesses and Matriarchs do not appear in Incision Shards as the risk of losing them is too great.

A Boromite Incision Shard can be led by an Overseer – Rockfathers are the generals of the clan – or an experienced veteran in the form of a gang leader. Boromites are very attached to their lavans – genetically engineered creatures developed from the original Borom extremophiles that now assist their mining operations by burrowing through rock and finding precious stones or minerals. Any lavamites must be under the control of a Boromite Lavan Handler (see Beasts, p.44).

It is worth noting that Boromites are naturally resilient to nanosphere infestation so all automatically receive Nano-Damp 1. This is not the same for their beasts, however.

Boromite Equipment Notes

Any Boromite operative can be bought a mining tool or a mag gun and any Boromite with Bodyguard or Leadership can be bought a plasma carbine as their job is to protect the Overseer.

Boromite Handlers can be bought suspensor platforms at any time.

Any Boromite Ganger or Gang Leader (marked in the table) can elect to take a mass compactor or tractor maul in place of a mag gun prior to any scenario (that is, before they see their opponent's list).

Troopers	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Boromite Overseer	49	4	5	6	6	6(7)	6	10(5)	1	Boromite, Nano-Damp 1, Elite, Leadership 2, plasma carbine, reflex armour, fractal charge, plasma pistol
Boromite Gang Leader	39	4	5	5	6	6(7)	6	8(4)	1	Boromite, Nano-Damp 1, Leadership 1, mag gun or tractor maul or mass compactor*, reflex armour, fractal charges, mag pistol
Boromite Ganger	38	4	5	5	6	6(7)	6	8(4)	1	Boromite, Nano-Damp 1, mag gun or tractor maul or mass compactor*, reflex armour, fractal charge, mag pistol
Boromite Lavan Handler	34	4	5	5	6	6(7)	6	8(4)	1	Boromite, Nano-Damp 1, Handler 2, reflex armour, lectro lash, plasma pistol (+6XP for suspensor platform)

Example Boromite Gang

This is a general-purpose gang that uses a mix of lavans and loyal Boromite gangers.

Boromite Ganger Role	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Gang Leader	43	4	5	5	6	6(7)	6	9(4)	1	Boromite, Leadership 1 (Command 5"), Elite, Nano-Damp 1, reflex armour, mass compactor*, fractal charges, mag pistol
Heavy Ganger	41	4	5	5	7	6(7)	6	8(4)	1	Boromite, Nano-Damp 1, Brawn 1, reflex armour, tractor maul*, fractal charge, mag pistol
Plasterer	43	4	5	5	6	6(7)	6	8(4)	1	Boromite, Nano-Damp 1, Medic 1, reflex armour, mag gun*, fractal charge, mag pistol, medkit 6
Lavan Handler	34	4	5	5	5	6(7)	6	8(4)	1	Boromite, Nano-Damp 1, Handler 2 (Command Beast 5"), reflex armour, lectro lash, plasma pistol (+6XP for suspensor platform)
Lavamite Rock Dog × 2	23 (46)	6	5	5	6	7	4	6	1	Beast, Lava Spit 3"/SV2, Attacks 1×SV3, Savage Strike, Belligerent(non-Lavans)
Total	**207**									**Nano-Damp total = 4**
Boromite Bench										
Ganger	38	4	5	5	7	6(7)	6	8(4)	1	Boromite, Nano-Damp 1, mag gun*, reflex armour, fractal charge, mag pistol
Lavamite Hatchling Swarm	18	4	5	5	4	6	4	5	1	Beast, Lava Spit 2"/SV1, Attacks 3×SV1, Compound SV, Swarm, Belligerent(non-Lavans)
Lavamite Rock Brood	34	7	5	5	8	8	4	6	1	Beast, Lava Spit 3"/SV2, Attacks 1×SV3, Savage Strike, Belligerent(non-Lavans)
* These operatives may choose to take either a mag gun, mass compactor or tractor maul										
Total	**297**		**(3XP remaining)**							

Bounty Hunters

The Determinate and Spill regions of Antares are in great turmoil with small fiefdoms and petty-kingdoms of a few systems rife throughout the area. In such a fragmented area, criminals have many places to hide – so enter the Bounty Hunters. Such peoples are generally the intelligent and disposed of their societies and can either spurn or overly embrace the tenets of their birth; Krasz and Boromites, for example, tend to keep their plasma pistols reasoning that if a bounty fails not surrender then it's not their concern.

Antarean Bounty Hunters are sometimes asked to join an Incision Shard or may make up a shard for their own purposes and enrichment. A single Bounty Hunter can be selected to join any Mercenary, Feral, Boromite or Freeborn Incision Shard, but not an Algoryn or IMTel shard.

The elite, solo hunting species called the Hükk only operate on their own, can never join others' shards and can only take beasts or gun drones as operatives in their own shard. They could be given Handler 2 or 3 and gain the XP difference, but can never go below Handler 2.

Algoryn Bounty Hunters can never work with any Ghar, such is the enmity between their species.

Bounty Hunter Stats	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Hükk Bounty Hunter	80	5	6	6	7	7(8)	8	8(4)	1	Handler 4, Bounty Hunter 2 (mag gun), Dronesync 1/1, reflex armour, mag gun, x-sublauncher with slingnet & Grip 2" & Blur 2" and Arc 2", lectro lash, stun gun
Panhuman Bounty Hunter	42	5	5	5	5	5(6)	7	7(4)	1	Bounty Hunter 2 (mag gun), reflex armour, impact web, mag gun, lectro lash, X-sling & slingnet, stun gun
Algoryn Bounty Hunter	40	5	5	5	5	6(7)	7	7(4)	1	Algoryn Vector, Discipline, Rough Fighter 2 (Knockout, +1SV), reflex armour, micro-x with overload, stun gun, plasma grenades
Boromite Bounty Hunter	42	4	5	5	6	6(7)	6	8(4)	1	Boromite, Nano-Damp 1, Rough Fighter 2, reflex armour, mass compactor, fractal charge, mag pistol
Ghar Outcast Pilot Hunter	40/43	5	6	5	3	4(5)	6	7(3)	1	Small, Bounty Hunter 2, reflex armour, impact web, mag gun or plasma carbine (+3XP), stun gun, maglash. Add Martial Artist 3 for +9 XP.
Vyess Bounty Hunter	40	5	5	5	5	5(7)	8	7(4)	1	Vyess, Anticipation 1, Bounty Hunter 1, resharded armour, plasma carbine, plasma grenades, stun gun
Gyohn Bounty Hunter	43	5	5	5	5	6(8)	7	7(4)	1	Gyohn, Stoic 1, resharded armour, plasma carbine, plasma grenades, stun gun
Krasz Bounty Hunter	42	5	5	5	6	6(7)	6	7(4)	1	Krasz, Rough Fighter 1, resharded armour, Krasz plasma carbine, plasma grenades, plasma pistol

Bounty Hunter Equipment Note

Bounty hunters can access any equipment available to Advanced Mercenary shards. During setup they need only pay the difference in XP if replacing weapons with more expensive items.

Bounty hunters with Handler can use any angkriz, guard beasts and war beasts. In addition, Boromite bounty hunters and Hükk can use lavamite rock dogs.

No bounty hunter can use Ghar equipment except for Ghar, who can purchase a lugger gun or lugger pistol (few want to, though!).

Example Hükk Bounty Hunter Shard

Hükk are the quintessential, Antarean bounty hunters, the act of succeeding at capturing a difficult target being a point of pride and social standing amongst their species (*herak*). They do not co-operate well with others but enjoy training angkriz to capture those they are hunt. To make up for lack of sophonts, they are great users of drones and probes, as well as gun drones.

This particular Hükk has a few buddy options in his equipment locker and a medi-probe to help heal his angkriz. If creating your own shard, you could replace either with other probes or buddies available to the Hükk, or even replace a spare angkriz,

Hükk Shard Member	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Hükk	91	5	6	6	7	7(8)	8	8(4)	1	Handler 4, Bounty Hunter 2, Dronesync 1, reflex armour, mag gun, x-sublauncher with slingnet + Grip 2" + Arc 2", lectro lash, scout probe, Medi-Probe 5, stun gun
Enhanced Angkriz × 4	25(100)	6	6	–	7	7	6	6	1	Beast, Attacks 1×SV3, Knockout, Capture, Savage Strike
Mercenary gun drone	19	8	8	5	1	5	2	5(3)	0	Tiny, Suspensored, mag repeater
Total	**210**									
'On the Bench'										
Enhanced Angkriz × 2	25(50)	6	6	–	7	7	6	6	1	Beast, Attacks 1×SV3, Knockout, Capture, Savage Strike
Camo Buddy	7	10	10	5	1	3	–	–(–)	0	Tiny; suspensored, Buddy
Targeter Probe	4	10	10	5	1	3	–	–(–)	0	Tiny; suspensored; Probe
Batter Buddy	12	10	10	5	1	3	–	–(–)	0	Tiny; suspensored; Buddy
Spotter Buddy	4	10	10	5	1	3	–	–(–)	0	Tiny; suspensored; Buddy
Total	**286**	**(14 remaining)**								

Concord Shards

The PanHuman Concord is a highly integrated, prosperous and virtually post-scarcity society of free panhumans and drones run by NuHu Mandarins and assisted by an IMTel (Integrated Machine Intelligence). All members of society are saturated by their nanospore and, on advanced worlds, implanted with everything needed to enhance their wellbeing. The Concord is opposed to their original founders, the Isorians, and consider themselves the champions and leaders of free humanity. Of course, their opponents claim them to be a power who takes over the minds and lives of those they encounter, irrespective of whether or not such integration is requested or not!

There are well over a million systems in the PanHuman Concord and a vast population of panhumans, aliens, machine intelligences and drones. The military of the PanHuman Concord are termed the Concord Combined Command (C3) who draw their members from those citizens best-suited to military service. Their tactical doctrine is heavily influence by their IMTel and they focus on excellent armour and plasma carbines, with plasma lances given to troopers who show an aptitude for marksmanship. They are also known to field many probes and buddy drones as well as larger drones – just rarely in the precise kind of operations in which Incision Shards play a role.

A NuHu Mandarin will always command a shard they are in, supplanting any other leader. Otherwise C3 shard leaders can be any of the panhuman morphs listed: we provide a baseline morph for ease of use.

Advance Incision Shard are often formed from C3 Drop troopers. Such troopers are trained to act fast and move quickly and are often the fittest, fastest and strongest of the Concord panhumans. A Drop trooper Incision Shard can only contain Drop Troopers.

Concord Equipment Notes

One non-leader trooper in every four in an active shard can be given a plasma lance in place of their plasma carbine for +2XP – Krasz lance troopers take a Krasz plasma lance, instead. Such troopers can always drop down to a plasma carbine prior to the start of a scenario at no cost.

Leaders from the specialist panhuman species can be built at shard creation or subsequently bought by giving them Leadership 1 and an x-sling with slingnet in place of plasma grenades.

Trooper	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
NuHu Mandarin	59	6	5	6	4	4(6)	8	9(4)	1	NuHu (inc. Command 5"), Elite, Concord IMTel, hyperlight armour, nuhu stave, plasma pistol
C3 Panhuman Strike Leader	41	5	5	5	5	5(7)	7	8(4)	1	Panhuman, Concord IMTel, Leadership 1, hyperlight armour, plasma carbine, x-sling with slingnet, plasma pistol
C3 Panhuman Strike Trooper	37	5	5	5	5	5(7)	7	7(4)	1	Panhuman, Concord IMTel, hyperlight armour, plasma carbine, plasma grenades, plasma pistol
C3 Vyess Strike Trooper	39	5	5	5	5	5(7)	8	7(4)	1	Vyess, Concord IMTel, Anticipation 1, hyperlight armour, plasma carbine, plasma grenades, plasma pistol
C3 Gyohn Strike Trooper	45	5	5	5	5	6(8)	7	7(4)	1	Gyohn, Concord IMTel, Stoic 1, hyperlight armour, plasma carbine, plasma grenades, plasma pistol
C3 Krasz Trooper	44	5	5	5	6	6(8)	6	7(4)	1	Krasz, Concord IMTel, Rough Fighter 1, hyperlight armour, Krasz plasma carbine, plasma grenades, plasma pistol
C3 Drop Leader	47	8	5	5	5	5(7)	7	8(4)	1	Panhuman, Concord IMTel, Leadership 1, hyperlight armour, AG chute (suspensored), plasma carbine, x-sling with slingnet, plasma pistol
C3 Drop Trooper	43	8	5	5	5	5(7)	7	7(4)	1	Panhuman, Concord IMTel, hyperlight armour, AG chute (suspensored), plasma carbine, plasma grenades, plasma pistol

Ferals & Rogue NuHu

The people contemptuously referred to as 'Ferals' by some Freeborn houses are all from planets which suffered significant technological regression during the 6th Collapse. In exchange for high-tech goods and equipment, some Freeborn houses take the top warriors from such planets, teach them the basics of advanced weaponry – normally mag weapons – and trade for their services as mercenaries.

The worst renegade NuHu also hire Ferals and perform excruciating experiments on various panhuman (and other) species. They are called Rogue NuHu by all and are much feared.

A Rogue NuHu can command a shard with Ferals, NuGuard Ferals and Misgenics, otherwise a Feral shard must be commanded by a Feral Chieftain and can only contain Ferals.

Feral Equipment Notes

Misgenics can be bought weapons available to Ferals by their NuHu at normal costs but many do receive any weapon at all: most somehow find a mag pistol or slug pistol (player's choice when first selected). It does not help their survivability and effectiveness that many Freeborn do not sell advanced weaponry to Rogue NuHu!

One on four NuGuard Ferals can exchange their mag gun for a micro-x with overload at initial build. They can be bought mag weapons, but at cost.

One in four Ferals can be given a micro-x.

A Feral Chieftain may purchase a plasma carbine at +3XP over cost whilst the rest can purchase mag weapons at a +2XP surcharge and reflex and impact web at +1 XP surcharge each (the Freeborn charge them all they can get!). Further, no Feral can be bought mag weapons until their chief has a mag gun or plasma carbine and reflex armour, at least. Such weapons can be bought at initial build – take away the cost of the replaced weapon and add back in the cost of the new weapon plus surcharge.

For example, giving a chieftain a plasma carbine, mag pistol, reflex armour and impact web means taking off thee cost of their assault rifle and slug pistol (9) and adding on 15 for the carbine (12+3), 3 for the reflex, 2 for the impact web, and 6 for the mag pistol to make a total of +18 points (58).

All Ferals can use implosion grenades for demolition missions to replace their normal grenades but do not carry implosion grenades as normal.

Feral Trooper Stats	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Feral Chieftain	39	5	5	5	5	5	8	9	1	Savage Strike, Leadership 2, Inspiring 1, assault rifle, slug pistol, x-grenades
Ferals	28	5	5	5	5	5	7	7	1	Savage Strike, assault rifle, slug pistol, x-grenades
Rogue NuHu	58	6	5	6	4	4(6)	8	9(4)	1	NuHu, Elite, resharded armour, impact web, plasma pistol, nuhu stave
NuGuard Feral	33	5	5	5	5	5	7	7	1	Savage Strike, reflex armour, impact web, mag gun or mag repeater or micro-x with overload (choose one), mag pistol, plasma grenades
Misgenics	22	5	5	5	5	5	7	7	1	Geneering Limit, Misgenic 1, mag pistol

Freeborn

The Freeborn are the traders, negotiators, merchants and space goers of Antares. They have huge and fast fabricators as good as the IMTel nations – if not better – and are willing to trade almost anything for the right price, whether information, relics and artefacts, precious or luxury goods, weapons, mercenaries. ships and, truth be told, some of the more disreputable Houses deal trade in 'indentured' servants.

Their elite troopers and bodyguards of the Freeborn are the vardanari, panhumans who have the best training and gene-tailoring the Freeborn captains can give. The vardanari are sometimes backed up by ordinary crew, the domari, who have militia training but are more likely to be technicians than soldiers.

The Freeborn make use of many different peoples so we can only give the standard stats for panhuman Freeborn. Such Freeborn may be domari, the trained crew and militia of the Freeborn ships, Ferals, who are primitive peoples brought in as mercenaries, or the elite vardanari – extremely well trained and well-equipped elite soldiers and bodyguards.

There are countless Freeborn houses – vardos – ranging from small, single-ship houses to huge houses like the Oszon who have the monopoly contract on Freeborn trade across the Algoryn Prospererate. The bigger houses have small clans, or families – domas – who are sometimes dedicated to one or two ships but can be as big and dominant a force in their own right as other vardosi.

A fair few Freeborn players in *Beyond the Gates of Antares* have designed their own houses and clans. Given the individualistic attitude of the Freeborn, players have created, vards, notable leaders, fiction and badges for their own house.

Freeborn Troopers

A Freeborn Incision Shard may have a mix of troopers, though many focus on vardanari. If there are any vardanari in an Incision Shard, then it must be led by a vardanari, a Freeborn officer or a NuHu. Some Ferals are retrained to support the vardanari – termed Ship Ferals they can use weapons like a domari but cannot command an Incision Shard.

Badge of the vardos oszoni (Oszon)

Their NuHu are normally called 'Renegade NuHu' simply because they have turned their back on Isor and the Concord. The reality is that many Freeborn NuHu were born outside the domains of the IMTel nations and grew up in a Freeborn society where they took on such roles as scientists and advisors and, at times, leaders – vards – of Freeborn houses who trade in highly specialised equipment or services.

Given their emphasis on their ships, Freeborn have an interesting rank hierarchy compared with other factions. Whilst NuHu tend to outrank other Freeborn officers – except for a ship's captain – they would never override orders from a Freeborn Ship Officers so can serve under them but would not serve under any other panhuman.

Beneath NuHu and captains are Ship Officers, then vardanari sub-officers and finally domari sub-officers. Vardanari cannot be commanded by domari and Ship Ferals cannot command any but Ship Ferals.

Badge of the vardos Delhreni (Delhren)

Freeborn do not promote ordinary, untrained Ferals into Incision Shards but are not averse to using Ferals specifically hired or contracted to serve aboard their ships.

Troopers	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Renegade NuHu	58	6	5	6	4	4(6)	8	9(4)	1	NuHu, Elite, resharded armour, impact web, plasma pistol, nuhu stave
Ship Officer	43	5	5	6	5	5(6)	8	8(4)	1	Leadership 1, resharded armour, impact web, plasma carbine, plasma pistol, x-sling and slingnet
Vardanari Sub-Officer	41	5	5	6	5	5(6)	7	8(4)	1	Leadership 1, reflex armour, impact cloak, plasma carbine, plasma pistol, x-sling & slingnet
Vardanari	39	5	5	6	5	5(6)	7	8(4)	1	Reflex armour, impact cloak, plasma carbine, plasma pistol, plasma grenades
Domari Sub-Officer	36	5	5	5	5	5(6)	6	8(4)	1	Leadership 1, reflex armour, plasma carbine, plasma grenades, ship pistol or plasma pistol
Domari Trooper	30	5	5	5	5	5(6)	6	7(4)	1	reflex armour, mag gun or micro-x with slingnet*, plasma grenades, ship pistol
Ship Ferals	29	5	5	5	5	5(6)	7	7(4)	1	Savage Strike, reflex armour, mag gun or micro-x with slingnet*, ship pistol

* Up to one in four troopers in a Freeborn Incision Shard can be given a micro-x with slingnet instead of a mag gun providing they are domari or ship ferals. If bought a mag gun, such troopers can be bought a micro-x with slingnet subsequently at full cost.

Example Vardanari Shard

Vardanari Shard Role	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Vardanari Sub-Officer	41	5	5	6	5	5(6)	7	8(4)	1	Panhuman vardanari, Leadership 1, reflex armour, impact cloak, plasma carbine, x-sling with slingnet, plasma pistol
Vardanari Medic	44	5	5	6	5	5(6)	7	8(4)	1	Panhuman vardanari, Medic 1/6, reflex armour, impact cloak, plasma carbine, plasma grenades, plasma pistol, medkit 6
Vardanari	39	5	5	6	5	5(6)	7	8(4)	1	Panhuman vardanari, reflex armour, impact cloak, plasma carbine, plasma grenades, plasma pistol
Vardanari Ops Specialist	42	5	5	6	5	5(6)	7	8(4)	1	Panhuman vardanari, Countershard 1/7, reflex armour, impact cloak, plasma carbine, plasma grenades, plasma pistol
Domari Probe Controller	43	5	5	5	5	5(6)	6	7(4)	1	Panhuman domari, Dronesync 1, reflex armour, micro-x with slingnet, plasma grenades, ship pistol, hound probe
Total	209									
Freeborn Bench	**Pts**	**Mv**	**Ag**	**Acc**	**Str**	**Res**	**Init**	**Co(BT)**	**Wnd**	**Special**
Ship Feral Tough	40	5	5	5	6	5(6)	7	7(4)	1	Savage Strike, Brawn 1, Rough Fighter 2, reflex armour, mag gun, ship pistol
Freeborn Gun Drone	28	9	9	5	1	5	2	5(3)	0	Tiny, Suspensored, plasma carbine
Targeter Probe	4	10	10	5	1	3	–	–(–)	0	Tiny; suspensored; Probe
Medi-probe 6	10	10	10	5	1	3	–	–(–)	0	Tiny; suspensored; Probe
Total	291	(9 XP remaining)								

Ghar

The Ghar are an ancient, bio-engineered and now almost pitiful race of warrior clones, genetically configured to fight a war of eradication against humanity – a task they are still trying to achieve. Who created them, and when, is not known, only that whatever misguided species did so by experimentally creating genetic chimeras that now have only a passing and twisted resemblance to humanity.

Ghar hate humanity and being close to a human can make them violently ill.

Ghar have obedience bred into them: a Ghar Command hierarchy must always be respected. The Ghar Supreme Commander rules on Gharon; beneath the supreme commander are the rarely encountered High Commanders (field marshals) who govern huge 'Army Groups'; and lesser commanders can be seen to have rough equivalents to other force's command responsibilities. The infantry-Ghar, the battle troopers, control the bulky Ghar battlesuits and are able to obey complex instructions and training: they are held in high esteem by all other Ghar – beneath them are menial workers and technicians, each cloned and grown in vats to suit their role and limited in development potential. These lesser clones are limited in capabilities and are often given rudimentary training and pitiful amounts of ammunition.

Ghar equipment is crude and unsophisticated, but largely immune to nanosphere.

Any Ghar who violates the many rules of the Ghar procedure manual are Outcast and carry out the most menial tasks or are thrown into battle to misdirect or soften up an enemy. Well-behaved Outcasts are promoted to slavedrivers who are still Outcasts but at least able to get hold of some food and better equipment. Most Outcasts are thoroughly dispirited with their lot – but there are a lot of them!

Ghar Equipment

Ghar can only purchase Ghar equipment. Outcasts and Slavedrivers can be bought plasma grenades, maglash, lugger pistols or lugger guns. A Ghar Outcast can be given a tector rod in place of a lugger gun prior to the start of any scenario (see p.42).

No Ghar equipment is affected by Scramble munitions. Ghar can only buy Ghar equipment, maglashes and plasma grenades and may only utilise plasma grenades for demolitions work.

A Ghar Battletrooper must choose the type of suit they are to use prior to each **mission**: the general-purpose Dominator suit; the assault-biased Exterminator suit; or the long-range/support Intimidator suit. The pilot can always dismount as a Dismounted Ghar Pilot, should they wish. A Ghar Battlesuit whose pilot has Leadership 2 or above can take a plasma claw in place of a battle claw for free.

Troopers	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Ghar Outcast	22	5	6	4	3	4	5	6(3)	1	Small, Geneering Limit, Numerous, lugger gun, plasma grenades
Dismounted Ghar Pilot	26	5	6	5	3	4(5)	6	7(3)	1	Small, flight suit, lugger gun, plasma grenades, lugger pistol
Ghar Slavedriver	18	5	6	5	3	4	5	7(4)	1	Small, Geneering Limit, Leadership 1, maglash, lugger pistol
Ghar Battletrooper	80	4	3	5	10	12	6	7(4)	1	Ghar Battlesuit (Ghar Reactor: Nano-Damp 2, suit weapons), lugger pistol

Ghar Empire Troop

Ghar Trooper/Role	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Ghar Battle Trooper	83	4	3	5	10	12	6	8(4)	1	Ghar, Ghar battlesuit (Ghar reactor: Nano-Damp 2), Leadership 1, Large, scourer cannon, battle claw, lugger pistol
Ghar Slavedriver-flitterboss	29	5	6	4	3	4	5	7(4)	1	Small, Geneering Limit, Leadership 1, Dronesync 1, maglash, lugger pistol, 2×Flitter probes
Dismounted Ghar Pilot	45	5	7	5	3	4(5)	6	8(4)	1	Small, Medic 1, Marksman 1 (lugger gun), Martial Artist 3, Nimble 1, Leadership 1, flight suit, lugger gun, plasma grenades, lugger pistol
Ghar Outcast*	22	5	6	5	3	4	5	7(4)	1	Small, Geneering Limit, Numerous, lugger gun, plasma grenades
Ghar Outcast*	22	5	6	4	3	4	5	6(3)	1	Small, Geneering Limit, Numerous, lugger gun, plasma grenades
Total	201									
Ghar Empire Troop Bench										
Ghar Battle Trooper	80	4	3	5	10	12	6	7(4)	1	Ghar, Ghar battlesuit (Ghar reactor: Nano-Damp 2, Large, scourer cannon, battle claw), lugger pistol
Ghar Slavedriver	18	5	6	5	3	4	5	7(4)	1	Small, Geneering Limit, Leadership 1, maglash, lugger pistol
Total	299	(1XP remaining)								

* A Ghar Outcast can be fitted with a tector rod and its backpack instead of a lugger gun. Note that this troop has two such Outcasts who are automatically replaced before the next scenario if they fall casualty.

Isorian Senatex

The Senatex is a highly integrated, prosperous and largely post-scarcity nation of over a million systems. Its population is predominantly a mix of similar panhuman morphs and the alien Tsan Ra. It is run by a council of NuHu Senatexis assisted by the all-pervasive IMTel nanosphere. All citizens of the Senatex – panhuman and Tsan – are saturated by their nanospore and, on advanced worlds, implanted with everything needed to enhance their wellbeing.

The capital of the Senatex is the resource-rich system of Isor, a system discovered early in the First Age. Isor quickly became a centre of learning, constantly being at the centre of politics, society and technological development in subsequent ages. It was here that the first NuHu was born and Isor still has more NuHu than any other system.

The Senatex considers itself the most superior society around Antares, and as such destined to absorb and govern the whole of humanity and any accompanying alien species. Other Antarean civilisations consider the Senatex to be arrogant, even bullies, intent on imposing their own, controlling civilisation and mores on everyone else around them!

The IMTel was created by the Isorians but it became corrupted in their real-space war against the alien Tsan Kiri. This resulted in the Isorian Senatex breaking away from the Concord IMTel it had originally created. The Isorians are still the most advanced nation on Antares and have incorporated much Tsan technology into their armour and equipment: whilst the Tsan are creatures closely tied to a nanosphere, the eggs of the last thousand years have been immersed in the Senatex IMTel nanosphere from being laid, so the Tsan Ra (lit: 'humanised Tsan') are born ready to take an active part in Isorian life.

In war, Isorians are notorious for using their Tsan as shock troops and their panhumans (Nar) as specialised infiltration personnel and the deadly snipers for which the Senatex is renowned. An Isorian Incision Shard can be any mix of panhuman and Tsan Ra both during shard creation, personnel selection for a scenario or for replacement personnel (providing there is enough XP, of course!).

A NuHu in the shard is always the leader. To make a Tsan Ra a shard leader, give them Leadership 1 for 3XP (which will raise their Co to 8). Panhuman troopers can be given

an x-sling with slingnet (3XP) when they receive Leadership 1 (also 3XP).

Isorian Equipment Notes

A single panhuman with Marksman 1 or greater on a squad may be given a plasma rifle or, if they also have

Sniper 1 (phase rifle), may elect to take a phase rifle – but will also need to convert their skills over to the phase rifle. Having taken a phase rifle, a trooper cannot use any other ranged weapon other than a single-handed weapon such as a plasma pistol: the operative is connected to their phase rifle in a near-symbiotic relationship.

Senatex Operative	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
NuHu Senatexis	59	6	5	6	4	4(6)	8	9(4)	1	NuHu, Elite, Senatex IMTel, phaseshift armour, nuhu stave, plasma pistol
Tsan Ra Trooper	42	6	5	5	7	6(8)	6	7(4)	1	Tsan Ra, Senatex IMTel, Large, phaseshift armour, plasma duocarb, plasma grenades, adapted plasma pistol
Tsan Ra Assault Trooper	39	6	5	5	7	6(8)	6	7(4)	1	Tsan Ra, Senatex IMTel, Large, phaseshift armour, compressor torus, adapted plasma pistol
Panhuman (Nar) Leader	41	5	5	5	5	5(7)	7	8(4)	1	Panhuman, Senatex IMTel, Leadership 1, phaseshift armour, plasma carbine, x-sling with slingnet, plasma pistol
Panhuman (Nar) Trooper	37	5	5	5	5	5(7)	7	7(4)	1	Panhuman, Senatex IMTel, phaseshift armour, plasma carbine, plasma grenades, plasma pistol

Isorian Phase Shard

Senatex Trooper Role	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Shard Leader	41	5	5	5	5	5(7)	7	8(4)	1	Panhuman, Senatex IMTel, Leadership 1, phaseshift armour, plasma carbine, x-sling with slingnet, plasma pistol
Monitor	42	5	5	5	5	5(7)	7	7(4)	1	Panhuman, Senatex IMTel, Monitor 1/6, phaseshift armour, plasma carbine, plasma grenades, plasma pistol, enhanced well-being sensors
Phase Trooper	37	5	5	5	5	5(7)	7	7(4)	1	Panhuman, Senatex IMTel, phaseshift armour, plasma carbine, plasma grenades, plasma pistol
Apprentice Sniper	43	5	5	5	5	5(7)	7	7(4)	1	Panhuman, Senatex IMTel, Marksman 1 (plasma rifle), Sniper 1(plasma rifle), phaseshift armour, plasma rifle, plasma grenades, plasma pistol
Tsan Ra Trooper	42	6	5	5	7	6(8)	6	7(4)	1	Tsan Ra, Senatex IMTel, Large, phaseshift armour, plasma duocarb, plasma grenades, adapted plasma pistol
Total	205									
Tsan Ra Assault Trooper	39	6	5	5	7	6(8)	6	7(4)	1	Tsan Ra, Senatex IMTel, Large, phaseshift armour, compressor torus, adapted plasma pistol
Phase Trooper	37	5	5	5	5	5(7)	7	7(4)	1	Panhuman, Senatex IMTel, phaseshift armour, plasma carbine, plasma grenades, plasma pistol
Total	281	(19 XP remaining)								

Mercenaries

The panhuman mercenaries are amongst the most flexible Incision Shards but can also be subject to more rules than other shards. The Askar are renowned warriors, for example, but cannot operate with other Askar, and Ferals cannot work with any but Ferals.

We also put the Bounty Hunters of Antarean space with the advanced Mercenaries as most of the Advanced Mercenary rules apply to them.

Mercenary Troopers

A Mercenary Incision Shard may have a mix of permitted trooper types. A Feral leader, however, cannot command any but Ferals and Askar can only operate in squads of Askar.

Mercenaries may be Advanced, perhaps from one of the more advanced Spill protectorates, or may be Primitive Mercenaries – troopers little more than Feral but, perhaps, better trained. The main difference between the two is the equipment allowed and that Primitive Mercenary Bands can take Feral mercenary troopers.

Askar

The Askar are powerfully built creatures, the leftover of a once-powerful, genetically caste-structured people. They have tough exoskeletons and segmented bodies much like other arthropodin races. Their claw-like hands are capable of close and delicate manipulation but are also incredibly strong, able to crush even stone and metal. Their reactions exceed normal human parameters by quite a margin. Askar warriors are a sterile caste with

selective intelligence and practically no interest in matters beyond their immediate concern.

Askar are generally classed as Advanced Mercenaries except their build, unique physiology and culture as a remnant society means they are severely limited as to what they can use. Askar can be bought plasma pistols, mag pistol, maglashes, and plasma weapons, and can also use all off-table munitions and weapons as for Advanced Mercenaries. We recommend looking through the availability table to see just what they can purchase.

Mercenary Equipment Notes

At initial build, Advanced Mercenary shards can buy a wide range of items and need merely pay the difference between their base items and those bought for them, if more expensive. Of course, they may be bought the items at full cost later.

Primitive and Feral Mercenaries may only use implosion grenades if on a demolitions mission.

Mercenary Stats

Troopers	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Mercenary Sub-Officer	35	5	5	5	5	5(6)	7	8(4)	1	Leadership 1, reflex armour, impact cloak, mag gun, mag pistol, plasma or x-grenades
Advanced Mercenary	32	5	5	6	5	5(6)	7	8(4)	1	Reflex armour, impact cloak, mag gun, mag pistol, plasma grenades
Primitive Mercenary	27	5	5	5	5	5	6	7	1	assault rifle, slug pistol, x-grenades
Feral Mercenary	28	5	5	5	5	5	7	7	1	Savage Strike, assault rifle, slug pistol, x-grenades
Askar Protector-Leader	56	6	7	5	6	6(7)	5	8(4)	1	Leadership 1, Stoic 1, Jump 1, reflex armour, compression carbine, X-sling with slingnet, Askar Claw, maglash (personal weapon)
Askar Protector-Warriors	48	6	7	5	6	6(7)	5	7(4)	1	Jump 1, reflex armour, compression carbine, plasma grenades, Askar Claw, mag pistol (personal weapon)

EQUIPMENT AVAILABILITY

The tables on the following pages show which weapons are available to each faction and their cost. In general, Bounty Hunters are classified as Advanced Mercenaries (M:A) and any specifics are mentioned in the notes. Unlike other Advanced Mercenaries, Askar cannot purchase anything except if specifically stated in the notes.

All infantry are given a handgun for free, so the costs given here are when an extra or replacement weapon is purchased.

Otherwise, a general key is:

XP = XP cost if not included with base models (brackets indicate a cost but one which is included in the base models only);

✓ = available;

✓n = available at the stated cost to the faction;

✓+n = available at +n XP over the stated price;

✗ = not available;

(✗) = See notes for major, allowable sub-population

(✓) = See notes for major, disallowed sub-population

Armour Availability

Armour	Pts	Alg	Bor	PHC	FB	Fe	IS	Ghar	M:A	M:P	Notes
Hyperlight (HL)	4	✗	✗	✓	✗	✗	✗	✗	✗	✗	–
HL plus AG Chute	(11)	✗	✗	(✗)	✗	✗	✗	✗	✗	✗	✓ Drop Troops
Impact Web/Cloak	1	✓	✓	✗	✓	✓	✓	✗	✓	✓	✓Askar
Phaseshift	4	✗	✗	✗	✗	✗	✓	✗	✗	✗	–
Reflex	2	✓	✓	✗	✓	✓	✗	✗	✓	✓	✓Askar
Resharded	3	✗	✗	✗	✓	✗	✗	✗	✓	✗	–
SD Hazard	(21)	(✗)	✗	✗	✗	✗	✗	✗	✗	✗	✓ SD Hazard Troops

Equipment Availability

Armour	Pts	Alg	Bor	PHC	FB	Fe	IS	Ghar	M:A	M:P	Notes
AG Chute	(–)	✗	✗	(✗)	✗	✗	✗	✗	✗	✗	✓ Drop troops
Gun Drone, Boromite	27	✗	✓	✗	✓	✗	✗	✗	✗	✗	–
Gun Drone, Concord	36	✗	✗	✓	✗	✗	✗	✗	✗	✗	–
Gun Drone, Freeborn	28	✗	✗	✗	✓	✗	✗	✗	(✗)	✗	✓ Bounty Hunters
Gun Drone, Isorian	34	✗	✗	✗	✗	✗	✓	✗	✗	✗	–
Gun Drone, Mercenary	18	✗	✗	✗	✓	✗	✗	✗	✓	✗	–
Tector Rod	3	✗	✗	✗	✗	✗	✗	✓	✗	✗	Replaces weapon
Suspensor Platform	6	✗	(✗)	✗	✗	✗	✗	✗	✗	✗	✓ Lavan Handler only

Weapon Availability

Handgun	XP	Alg	Bor	PHC	FB	Fe	IS	Ghar	M:A	M:P	Notes
Mag Pistol	4	✓	✓	✗	✓	✓+2	✓	✗	✓	✓	✓ Askar
Plasma Pistol	6	✗OL	✓	✓	✓	✗	✓	✗	✓	✗	✓Askar
Ship Pistol	3	✗	✗	✗	✓	✗	✗	✗	✓	✗	–
Slug Pistol	2	✗	✗	✗	✓	✗	✗	✗	✓	✓	–
Stun Gun	3	✓	✗	✓	✓	✗	✓	✗	✓	✗	✓ Askar
X-sling	2	✓	✗	✗	✓	✗	✓	✗	✓	✗	No slingnet
X-sling + slingnet	3	✗	✗	✓	✓	✗	✓	✗	✗	✗	✓ Hükk, Askar

OL Only available to Optimate Leger

Rifle/Carbine	XP	Alg	Bor	PHC	FB	Fe	IS	Ghar	M:A	M:P	Notes
Assault Rifle	7	✗	✗	✗	✗	✓	✗	✗	✗	✓	–
Compression Carbine	12	✗	✗	✗	✓	✗	✗	✗	✓	✗	✓ Askar
Mag Repeater	6	✓	✗	✗	✓	✓+2	✗	✗	✓	✓	–
Mag Gun	8	✓	✓	✗	✓	✓+2	✗	✗	✓	✓	
Phase Rifle	20	✗	✗	✗	✗	✗	✗Sn	✗	✗	✗	–
Plasma Carbine	12	✗OL	✗B	✓	✓	✗Ch	✓	✗	✓+3	✗	✓ Askar
Plasma Rifle	20	✗	✗	✗	✗	✗	✗Sn	✗	✗	✗	–

OL Only available to Optimate Leger; Sn Only available to Isorian Snipers/Marksmen – see skill descriptions; B Only Boromites with Leadership 2+ or Bodyguard; CH A Feral chieftain can purchase a plasma carbine at +3XP (15 total)

Heavy Personal (St 6+)	XP	Alg	Bor	PHC	FB	Fe	IS	Ghar	M:A	M:P	Notes
Compressor Torus	13	✗	✗	✗	✗	✗	✗Ts	✗	✗	✗	–
Plasma Duocarb	14	✗	✗	✗	✗	✗	✗Ts	✗	✗	✗	–
Krasz Plasma Carbine	14	✗	✗	✗K	✗	✗	✗	✗	✗K	✗	–
Krasz Plasma Lance	16	✗	✗	✗K	✗	✗	✗	✗	✗K	✗	–
Tractor Maul	5	✗	✓	✗	✗	✗	✗	✗	✓	✗	–

AT Only available to Assault Troopers when brought in as Assault Troopers; Ts Only available to Tsan Ra; K Only available to Krasz

Other Personal /Tools	XP	Alg	Bor	PHC	FB	Fe	IS	Ghar	M:A	M:P	Notes
Distort Spinner	(5)	✗AT	✗	✗	✗	✗	✗	✗	✗	✗	–
Lectro Lash	3	✗	✓	✗	✓	✗	✗	✗	✓	✗	–
Maglash	2	✗	✗	✗	✓	✓	✗	✓	✓	✗	–
Machine Gun	16	✗	✗	✗	✗	✓	✗	✗	✗	✓	–
Mass Compactor	7	✗	✓	✗	✗	✗	✗	✗	✗	✗	–
Micro-X	6	✗	✗	✗	✗	✓	✗	✗	✓	✓	–
Micro-X + Overload	8	✓	✗	✗	✗	✗NGF	✗	✗	✓	✗	–
Micro-X + Slingnet	8	✓	✗	✗	✓	✗	✗	✗	✗	✗	✓Hükk
NuHu Stave	(14)	✗	✗	(✗)	(✗)	(✗)	(✗)	✗	✗	✗	✓NuHu only (auto)
Plasma Lance	14	✗	✗	✓	✗	✗	✗	✗	✗	✗	–
Tool Appendages	3	✗	✗	(✗)	(✗)	✗	(✗)	✗	(✗)	✗	✓ Drones only
X-sublauncher	4	✗	✗	✗	✗	✗	✗	✗	(✗)	✗	✓ Bounty Hunters

NGF One in four NuGuard Ferals can be given Micro-X with overload, 1-in-4 normal ferals a micro-x

Grenade/Explosive	Pts	Alg	Bor	PHC	FB	Fe	IS	Ghar	M:A	M:P	Notes
Implosion Charges	3	✓	✓	✗	✓	✗	✗	✗	✓	✗	–
Fractal Charges	1	✓	✓	✓	✓	✗	✓	✗	✓	✗	✓Askar
Plasma grenades	2	✓	✓	✓	✓	✗NGF	✓	✓	✓	✗	✓ Askar
Solar Charges	4	✓	✓	✗	✓	✗	✗	✗	✓	✗	–
X-grenades	2	✗	✓	✗	✗	✓	✗	✗	✓	✓	–

NGF NuGuard Ferals can take plasma grenades

Special Munitions

Special Munitions costs depend on the area of effect of the round. The diameter of the area, the weapons from which they are launched, and the costs are as follows:

Diameter	Launcher	Cost (XP)
2"	x-sublauncher fired munitions	1XP
3"	Micro-x, disruptor bomber (on- & off- table)	3XP
5"	x-launcher, x-howitzer, heavy disruptor bomber	6XP
6"	AI Mortar, x-mortar.	8XP

The availability of each type of special munitions is as follows:

Special Munitions	Pts	Alg	Bor	PHC	FB	Fe	IS	Ghar	M:A	M:P	Notes
Arc	Above	✗	✓	✓	✓	✗	✓	✗	✗	✗	✓ Hükk
Blur	Above	✗	✗	✓	✓	✗	✓	✗	✗	✗	✓ Hükk
Grip	Above	✗	✓	✓	✓	✗	✓	✗	✓	✗	✓ Hükk, Askar
Scoot	Above	✓	✓	✓	✓	✗	✓	✗	✓	✗	✓ Askar
Scramble	Above	✓	✗	✓	✓	✗	✓	✗	✓	✗	✓ Askar
Suspensor Net	Above	✓	✓	✓	✓	✗	✓	✗	✓	✗	✓ Hükk, Askar

Buddies/Probes

Equipment	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Probe/Buddy drone	Var	10	10	5	1	3	–	–(–)	0	Tiny; suspensored

Probe/Buddy	Pts	Alg	Bor	PHC	FB	Fe	IS	Ghar	M:A	M:P	Notes
Batter Buddy	12	✗	✗	✓	✓	✗	✓	✗	✓	✗	–
Camo Buddy	7	✓	✗	✗	✗	✗	Sni	✗	✓	✗	–
Ghar Flitter Probe	3	✗	✗	✗	✗	✗	✗	✓	✗	✗	–
Hound Probe	8	✓6	✗	✓	✓4	✗	✓	✗	✓	✗	–
Medi-buddy x	10	✓	✓	✓6	✓	✗	✓12	✗	✓	✗	–
Medi-probe x	10	✗	✗	✓7	✓	✗	✓14	✗	✓BH	✗	–
Scout Probe	4	✓	✓	✓	✓	✗	✓	✗	✓	✗	–
Spotter Buddy	4	✓	✓	✓	✓	✗	✓	✗	✓	✗	–
Targeter Probe	4	✓	✓	✓	✓	✗	✓	✗	✓	✗	–

Sni = Senatex snipers and sharpshooters armed with a plasma or phase rifle;
✓BH only = Bounty Hunters only

Beasts

Beast	Pts	Alg	Bor	PHC	FB	Fe	IS	Ghar	M:A	M:P	Notes
Angkriz, Baseline	21	✗	✗	✗	✓	✗	✗	✗	✓	✓	–
Angkriz, Enhanced	25	✗	✗	✗	✓	✗	✗	✗	(✗)	✗	✓ Bounty Hunters
Guard Beast	15	✗	✗	✗	✓	✓	✗	✗	✓	✓	–
Lavamite Hatchlings	18	✗	✓	✗	✗	✗	✗	✗	✗	✗	–
Lavamite Rock Brood	34	✗	✓	✗	✗	✗	✗	✗	✗	✗	–
Lavamite Rock Dog	23	✗	✓	✗	✗	✗	✗	✗	(✗)	✗	✓Hükk, Boromite Bounty Hunters
Warbeast	20	✗	✗	✗	✓	✓	✗	✗	✓	✓	–

Ghar Weapons/Equipment Availability

Only Ghar can take Ghar weapons but some Ghar can use other equipment as shown in the tables above. Nonetheless, we list the Ghar armoury here for completeness. Ghar disruptor bomber rounds have a 3" effect,, whether fired on or off-table; heavy disruptor bomber rounds have a 5" effect.

Ghar Armour	Pts	Alg	Bor	PHC	FB	Fe	IS	Ghar	M:A	M:P	Notes
Ghar Battlesuits	(80)	✗	✗	✗	✗	✗	✗	✓	✗	✗	XP fixed as trooper
Ghar Flight Suits	2	✗	✗	✗	✗	✗	✗	(✗)	✗	✗	Pilot only
Ghar Vacc Suits	1	✗	✗	✗	✗	✗	✗	(✗)	✗	✗	Outcast only

Ghar Weapons	Pts	Alg	Bor	PHC	FB	Fe	IS	Ghar	M:A	M:P	Notes
Battle Claw	– Ghar Dominator and Intimidator suits only										
Disruptor Bomber	– Ghar Intimidator suits and off-table only										
Disruptor Bombs	– 3XP from off-table disruptor bomber, otherwise also Ghar Intimidator suits (3" area of effect)										
Disruptor Dischargers	– Ghar Exterminator suits only (PBS)										
Gouger Gun	– Ghar Exterminator suits only										
Heavy Disruptor Bomber – 6XP from off-table heavy disruptor bomber (5" area of effect)											
Lugger Gun	5	✗	✗	✗	✗	✗	✗	✓	✗	✗	–
Lugger Pistol	1	✗	✗	✗	✗	✗	✗	✓	✗	✗	–
Plasma Claw	– Ghar Exterminator suits and Leadership 2+ commanders only										
Scourer Cannon	– Ghar Dominator suits only										

Skill Trees

Some skill trees and skill levels are only available to specific factions or cannot be taken by others. The development of an operative's skills ahs been likened to developing a character in a role-playing games.

The first few lines in each Skill Tree indicates the factions that can take the skills in the tree – it's availability and restrictions – then follows a description and, perhaps, some special rules. Finally each step in the skill tree is shown, the cost being shown as the initial expenditure and then the extra cost for improving to each subsequent step.

For example, Anticipation cannot be taken by Ferals or Askar ('Prohibited:') and the first level costs 2 pts. To improve to the next level, Anticipation 2, costs another 2 points. Of course, an operative may be given Anticipation from the off, in which case they would have to pay 4pts (2 for Anticipation 1 +2 for Anticipation 2).

To ease making multiple lists, an availability might be listed as 'All' but one or two exceptions to that shown in a 'Prohibited' line. Occasionally, a skill is automatically acquired by a faction or morph and where this is the case, it is also shown: the trooper with 'Automatic' skills must always have those skills.

Stat increases are accumulated in the order the skills were acquired – which is important as some skills have limits, minimums or maximums. An individual must progress up the skill trees one step at a time and cannot take a higher rung capability until they have acquired the lower level capabilities. Of course, there is nothing to stop a player giving a character several levels in a skill tree in one go!

Beasts and Skills

Beasts can only be given purely physical upgrades and those that could be received via training, such as: Brawn, Jump, Nimble, Rough Fighter, Savage Strike, Stoic and Tough.

Lavan species such as lavamites cannot receive any such upgrades as their physiology is already optimised in the extreme.

Musculo-Skeletal Uplifts

Some skills at specific levels and higher are musculo-skeletal uplifts (MSUs) requiring extensive modifications to an individual's physiology. Such extensive modifications preclude the taking of dissimilar MSUs: once a skill level with an MSU is taken, other skills requiring an MSU cannot be acquired. For example, Nimble 2 cannot be taken if the individual already has Tough 2 but the same individual could increase their Tough level to Tough 3.

There are some bodyforms that cannot accept MSUs, most notably Askar, and some cultures such as Hükk scorn the use of MSU implants. The IMTel also has significant disquiet over the long-term physiological damage MSUs inflict, so will not give their troopers any MSU.

Anticipation

Availability: Any
Automatic: Vyess (Anticipation 1);
Prohibited: Ferals, Askar

Through training, enhanced visual or sensory implants or through enhanced AI software, the individual is able to predict an opponent's actions with greater accuracy and react more quickly to their activity.

Anticipation 1 – cost 2 pts
Gain +1 Init.
Anticipation 2 – cost +2 pts
Gain another +1 Init (total +2).
Anticipation 3 – cost +3 pts
Ignore the effect of pins on Initiative.
Anticipation 4 – cost +4 pts
Gain another +1 Init (total +3) or to a minimum of 9.

Bodyguard

Availability: Any

The individual is trained to anticipate danger to another.

When a direct fire shot targets a friend or captive within 3" of a Bodyguard, the Bodyguard may take the shot instead: move the Bodyguard the shortest distance between the original target and the LoF and allocate the shot to the Bodyguard. The shooting is resolved as normal but against the Bodyguard.

A Bodyguard may not use this skill if they are Broken, Down or prone.

Bodyguard – cost 2 pts   Interpose self between a shot and friendly target within 3".

Bounty Hunter

Availability: Advanced Mercenary
Automatic: Hükk (Bounty Hunter 2)

The individual has modified their weapon and received extensive xenophysiology training to determine the best way to knockout a target ready for capture. The modified ranged weapon must be stated and cannot be changed within a mission, but can be changed after a mission with the expenditure of 3 XP.

Combat bonuses can be stacked with any Aimed Fire bonus.

Bounty Hunter 1 – cost 3pts
Gain Knockout in hand-to-hand and with a designated ranged weapon.
Bounty Hunter 2 – cost +3pts
Gain a +1 combat bonus when making Knockout attacks.
Bounty Hunter 3 – cost +3pts
Gain a further +1 combat bonus (total +2) when making Knockout attacks.

Brawn

Availability: Any
Prohibited: Askar
Prohibited (Brawn 2 or higher): Ferals (exc. Ship Ferals), Ghar, Hükk, non-advanced Mercenary, IMTel nations

Through training and eventually implants, an individual increases their raw muscular strength but also give the training and muscle-memory in using that strength effectively.

Brawn 1 – cost 3 pts — Gain +1 St to a maximum of 7.
Brawn 2 – cost +4pts — Gain +1 St (+2 total) to a minimum of 6 and a maximum of 8. Brawn 2 and higher are MSUs.
Brawn 3 – cost +4pts — Gain +1 St (+3 total) to a maximum of 8.

Countershard x/y

Availability: Algoryn, Freeborn, IMTel nations, Advanced Mercenaries

The individual has specialist equipment and training to block some of the capabilities of IMTel shards and other advanced nanosphere combat capabilities. If facing an enemy who has extra Order Dice due to nanosphere capabilities such as IMTel, the Countershard operative can attempt to counter any use of the opponent's OD as soon as it is drawn from the bag and its role declared (whether for adding a bonus, being put aside, to return a dice to the bag or whatever). A specific bonus dice may only receive a single countershard attempt – additional attempts are merely repeating the same countershard activity!

To make the Counter, the operative makes a test against their Countershard capability minus 1 for each pin or Wound they currently have. A counter cannot be attempted if the operative is Broken or off-table.

Countershard has two parameters, as shown above: 'x' indicates the number of counter attempts that may be attempted in a turn whilst 'y' indicates the technical capability of the Countershard equipment: 7 for Freeborn and IMTel nations; 6 for Algoryn; 5 for Advanced Mercenaries.

Countershard 1/y – cost 3 — Make up to one counter attempt at chance 'y' per turn.
Countershard 2/y – cost+2 — Make up to two counter attempt per turn or one at a +1 bonus.
Countershard 3/y – cost+2. — Make up to three counter attempt per turn or one at a +2 bonus.

For example, an Algoryn operative with Countershard 2/6 may make attempt to counter two IMTel dice in a turn (no doubt when facing q NuHu) or one at a +1 bonus.

Demolitions

Availability: Any

Whilst every operator is trained in basic demolitions, a Demolitions specialist knows exactly where to place each charge for maximum effect and is quicker at placing such charges.

Demolitions 1 – cost 3 — Increase the effects of explosives and Breaching weapons when used for Breaching or demolitions attacks by +1SV (so a fractal charge would be Breaching SV6 – three of them Breaching SV 18!). The expert may purchase any type of grenade to which they have access and use it in any scenario.
Demolitions 2 – cost +3 — In addition to placing explosives during Advance, Rally and Fire orders, the expert may place a single charge at the end of Run order at the cost of ½ Mv.
Demolitions 3 – cost +4 — Increase the SV of explosives use in Breaching or demolitions attacks by +2.

Discipline (Algoryn only)

Availability: Algoryn (automatic to all Vector or Optimate leger)

An operative with Discipline gains a +1 bonus to Co in stressful situations if using its own rather than a nearby commander's Co. Stressful situations are specifically Break and Recovery Tests, but not an Order Test.

Discipline cannot be used in conjunction with bonuses accrued from levels in Leadership – Leadership 1 effectively replaces Discipline. Discipline is automatically acquired by Vector (warrior) and Optimate (command) leger Algoryn.

Discipline – cost 2 (to Algoryn Founder) — Gain +1 in Co bonus in Break and Recovery Tests if using own Co; incompatible with personal bonuses from Leadership.

Dronesync p/m

Availability: AI, Concord, Isorian, Freeborn, Ghar, Boromite, Advanced Mercenary.
Prohibited: Ferals.

The operative has been given equipment and training to manage and control probes and buddy drones:

- 'p' indicates the number of probes the operator can actively control when the operative is activated;
- 'm' indicates the total number of probes and buddies the operator can manage, that is bring onto the table at the start of a scenario.

Dronesync General Rules

If multiple personnel have Dronesync, ensure their probes and buddies are clearly marked as buddies and probes cannot be switched between operators during a scenario.

Buddies and probes are deployed with the operative or arrive with them – place them in formation with their operator or at their operator's arrival spot and measure a probes first move from the operator.

The probes and buddies managed by a Dronesync operative may change between scenarios, though all need to be **purchased** as Shard equipment either using Shard or operative XP. See the equipment section for probe and buddy stats.

The probes and buddies are automatically replaced at the end of a scenario if lost.

Dronesync 1/2 – cost 5 Activate one probe per turn; manage up to 2 probes or buddies.

Dronesync 1/3 – cost +3 Activate one probe per turn; manage up to 3 probes or buddies.

Dronesync 2/4 – cost +5 Activate two probes per turn; manage up to 4 probes or buddies.

Dronesync 2/5 – cost +3 Activate two probes per turn; manage up to 5 probes or buddies.

> *For example, a Hükk with Dronesync 1/3 could carry three probes with them onto the battlefield but could only activate one of those probes each turn. Alternatively, they could have one probe and two buddies, or three buddies or any combination of probes and buddies up to three in total: they would still only be able to activate one probe per turn but would have their buddies with them all the time.*

Rules for Dronesync and Buddies

Buddies merely need to be managed as they stay in formation with their controller at all times, though it is easiest moving the buddy last. A buddy only moves if its operator moves and can only change its area of effect (such as batter field) if its operator is activated (an Ambush does not count as an activation) or goes Down.

Buddies of a controller who is incapable of giving instructions can still carry out any non-movement functionality they are capable of, such as projecting a batter field or acting as a spotter, but just cannot be moved or switch their areas of effect until their operator recovers. When a controller is killed, their buddies are destroyed with them and are removed from the table.

Rules for Dronesync and Probes

Probes are activated at the start of the operative's activation in phase 1.4 (Action), even if the operator goes or is forced Down. Each probe makes its own move irrespective of the operator's order and all an operator's probes must have finished their activation before the operator carries out their own activation.

A Dronesync operative that is not given an order dice during a turn due to retaining Down or Ambush orders will not activate so cannot activate their probes.

If a Dronesync operator is killed, Broken or otherwise incapable to giving instructions, their probes can no longer be moved until their operator recovers but otherwise still function.

Duellist

Availability: Advanced Mercenary, Primitive Mercenary, Ferals, Freeborn Ship's Officers

The individual is expert at shooting with two weapons simultaneously, one in each hand. The shooter counts as shooting a single weapon in RF mode and may not use special munitions when using this skill. The weapons must be stated when first taking the skill and must be handgun/pistol class weapons. The skill can be taken multiple times with different weapons, such as Duellist(Ships Pistols) or Duellist(mag pistols) or a combination can be stated, such as Duellist(mag pistol, plasma pistol). There is only one level of Duellist.

Duellist – cost 5 Choose two, ranged hand weapons (pistols). These may be shot simultaneously as if a single weapon in RF mode.

> *For example, a Bounty Hunter chooses Duellist(mag pistol) so can shoot with a mag pistol in each hand. They have an option of shooting one pistol with no Acc penalty (at SV 1) or two pistols with an RF penalty of -1 (still at SV1).*

Elite

Availability: All

The individual is specially trained to assume leadership comes from superior stock or standing and is used to inspiring and leading others.

Elite – cost 4 Gain +1 Co to a maximum of 9

Fire Controller

Availability: Any

Prohibited Fire Controller 2 or higher: Feral, Primitive Mercenary

Pre-Requisite Skill: Either Leadership 2+ or Forward Observer 2+.

The individual has extensive comms and coordination nanosphere to call in one or more off-table, OH strikes. Refer to the rules on OH fire to determine when the strike arrives. The off-table OH weapon available for use depends on the skill level and faction:

- x-launchers for any faction bar Ghar;
- AI mortars for Algoryn;
- x-mortars for Freeborn and Mercenaries;
- x-howitzer for Concord, Senatex, Freeborn and Mercenaries;
- disruptor bombers for Ghar;
- heavy disruptor bombers for Ghar.

The levels, capabilities of costs for each step in this skill are as follows:

Fire Controller 1 – cost 5 Once per game an X-launcher or disruptor bomber strike can be called in.

Fire Controller 2 – cost +5 Either two X-launcher/disruptor bomber strikes can be called in a game or a single x-howitzer strike.

(Fire Controller, continued…)

Fire Controller 3 – cost +5

Any combination of OH weapons permitted to the faction can be called in with a maximum of two strikes per game.

Fire Controller 4 – cost +5

As for Fire Controller 3 but three strikes.

Forward Observer

Availability: Any
Limited (Forward Observer 1 only): Feral, Primitive Mercenary

A Forward Observer (F/Obs) specialist is both trained and given additional equipment to guide off-table fire with more accuracy. Sometimes forward observation will be the object of a scenario – such as to protect an observer until they can call in an orbital strike.

The bonuses to Acc, Blast damage and reduced divert only apply to OH fire for which the forward observer provided patch sighting.

Forward Observer 1 – cost 4

Gain the Patch Sighting attributes and on any OH shot the observer sights, including their own, reduce the divert on a miss by 1”.

Forward Observer 2 – cost+4

As Forward Observer 1 and on any OH shot the observer sights, grant a +1 Acc bonus.

Forward Observer 3 – cost+5

As for Forward Observer 2 and increase the effect of an OH Blast by 1 SV. On any OH shot the observer sights, including their own, reduce the divert on a miss by 2” (total).

Geneering Limit

Availability: Ghar
Automatic: Ghar Outcast, Ghar Slavedriver, Misgenics
Prohibited: All others

The individual has been so heavily geneered to perform a specific job that they cannot think outside the box, or have been heavily altered by their creator. As a result, they can never take more than one level in any trained or non-innate skill and are severely limited in the number of different skills they can learn.

Geneering Limit – cost -1 (minus 1pt)

The individual cannot learn level 2 or higher in any skill and cannot learn more than three skill levels other than this one and innate abilities such as Small or Numerous.

Handler

Availability: Boromite, Feral, Freeborn, Mercenary (Advanced & Primitive), Bounty Hunter
Automatic: Hükk (Handler 2)
Prohibited: Askar

Handler is a measure of a trainer's skill at controlling the combat beasts under their command. It sets the maximum number of swarms or beasts that an individual can control and the range at which they can substantially influence the creatures natural impulses.

If the only intelligent operative in a shard is a Handler, such as a Hükk, then they are classed as a shard leader.

Beasts have limited upgrade options. Therefore, after each scenario, a Handler may elect to give the XP the beast earned to the shard as a whole rather than the beast. See p.44 for more rules and information on Beasts.

Handler 1 – cost 3   Control one beast and Command Beast 5”.
Handler 2 – cost +3   Control up to two beasts.
Handler 3 – cost +5   Control up to three beasts and Command Beast 10”.
Handler 4 – cost +5   Control up to four beasts and Command Beast 15”.
Handler 5 – cost +7   Control up to five beasts and Command Beast 20”.

Heroic

Availability: Any who have Leadership 1 or more and additional skills totalling 25XP or more
Prohibited: Ghar except High Commanders

The individual is truly exceptional, having extensive battlefield experience, training and the modifications to their overall fitness, health and well-being to survive.

Heroic – cost 15   Gain Wounds 2.

<faction> IMTel

Availability: None bar automatic
Automatic: Concord (Concord IMTel); Isorian (Senatex IMTel)

The individual is part of an IMTel, whether Isorian or Concord. If the majority of the operatives in a shard have the same IMTel attribute, the shard gains a bonus Order Dice. The bonus Order Dice is exactly the same as any other OD and only becomes the IMTel dice when its player declares its use, at which point they carry out one of the following actions:

- **Tactical Delay:** The dice can be put to one side when drawn during phase 1.1 (Draw).
- **Block:** The dice can be used to return an opponent's dice to the bag as soon as it is drawn during phase 1.1 (Draw) and before it is allocated to a unit. Take the IMTel OD from the bag and put it aside and return the opponent's OD to the bag.
- **Boost:** The IMTel predicts that a particular activity needs special attention during phase 1.4 (Action): a single test can receive a +1 IMTel bonus. Take the IMTel OD from the bag and put it aside before the D10 is rolled.

If a player has already used all their IMTel dice this turn (or had them countered – see Countershard) they cannot use the IMTel dice again.

At the end of a turn, it is possible all members of a shard have an OD, in which case the remaining OD is implicitly the IMTel or bonus dice, so must be put to one side: no unit may be given more than one OD unless having a special ability that says otherwise.

<faction> IMTel – cost 1
Automatically acquired by Concord and Isorian models.

*For example, a player may not wish to go first in a turn so as soon as their order dice is drawn, they may declare it an IMTel dice and discard it using **Tactical Delay.** Alternatively, if theey wanted to go first, as soon as an opponent's order dice is drawn they could declare a **Block:** they would pull one of their own OD from the bag, put it to one side but put the just-drawn dice of their opponent back into the bag.*
*Most often, a player activates a trooper using an order dice as normal and during the activation wishes to increase the trooper's Acc. To do so, immediately prior to rolling the dice for the shooting, they take out one of their own OD from the bag, declare it as being IMTel **Boost** and, if their opponent fails to prevent its use via Countershard, then adds a +1 IMTel bonus to their Acc.*

Inspiring

Availability: Any
The individual inspires their friends in the thick of combat. Inspiring cannot be used if its operative is Broken.

Inspiring 1 – cost 5   Gain +1 Init and the Hero 5" special rule.
Inspiring 2 – cost+3   Gain an additional +1 Init (+2 in total) up to a maximum of 8.
Inspiring 3 – cost+5   Gain an additional +1 Init (+3 in total) up to a maximum of 9 and Hero 10".

Jump

Availability: Any faction
Automatic: Askar (Jump 1)
Prohibited (Jump 2 or higher): Ferals, Askar, Hükk, non-advanced Mercenary, IMTel nations.
Through training and eventually implants, an individual increases their raw leg, foot and lower back strength and muscle-memory to make more effective jumps.

Jump 1 – cost 5   The individual can jump horizontally and vertically +1m.
Jump 2 – cost +3   Jump horizontally an extra +1m (total +2m). Jump 2 and higher are MSUs.
Jump 3 – cost +5   The individual can jump horizontally and vertically an extra +1m (+3m distance, +2m height).

Leadership

Availability: Any
Prohibited (Leadership 4): Ferals, Mercenary;
Prohibited (High Commander): all but Ghar.
The individual is given training in command as well as the more extensive command and control hardware needed for leading a shard under fire. The higher levels of Leadership require sophisticated hardware not available to less-advanced nations.

Whilst an Incision Shard may have several members with Leadership training, during a game it is only the most senior, surviving and unbroken model that can use their Command radius. Leadership cannot be used if its operative is Broken.

Leadership 1 only costs 1XP for any species who already have a base Co of 8 or more. The NuHu ability also substitutes for Leadership 1 in the Leadership skills tree.

For example, a Concord shard may have a NuHu with Leadership 3 and a panhuman with Leadership 1. During the game, it is only the NuHu's Leadership level (Command 10") that can be used. If the NuHu is killed, leaves the table or becomes Broken, the panhuman can use their command radius.

Leadership 1 – If Co is 8+, cost is 1pt, else 3pts.
   Gain the **Command 5"** special rule and +1 Co to a maximum of 8.
Leadership 2 – cost+3   Gain an additional +1 Co to a maximum of 10, otherwise as Leadership 1.
Leadership 3 – cost+4   Replace **Command 5"** with **Command 10"**
Leadership 4 – cost+6   +1 Co or to a minimum of 9; replace **Command 10"** with **Command 15"**
Leadership 5: High Commander – cost +10 **(Ghar only)**
   As for Leadership 4 but *all* friendly Ghar on the table can use the High Commander's Command rating.

Marksman

Availability: Any
Prohibited: Boromite
Gain enhanced vision and skills to better integrate with a rifle or carbine. The weapon with which the Marksman is trained must be stated on their stat sheet, as in 'Marksman 1 (Plasma Rifle)': switching the Marksman bonus to another weapon mid-mission is not possible and post-mission costs 2pts. The bonuses listed **only** apply to the specified Rifle/Carbine class weapon and only in single-shot mode.

Marksman 1 – cost 4   Gain +1 Acc with the stated weapon up to a maximum of Acc 6;
Marksman 2 – cost +4   Increase range bands by 10";
Marksman 3 – cost +6   Gain +1 additional Acc with the stated weapon (total +2) up to a maximum of Acc 7.

Martial Artist

Availability: Concord; Senatex; Freeborn; Mercenary, Ghar (not battlesuits)

Prohibited: Krasz, Tsan Ra

The trooper is trained in one of many advanced fighting techniques. Even the Ghar are known to have a style they use for fighting humans but which translates to attacks on most other beasts quite well.

Martial Artist 1 – cost 3

> Use Ag instead of St and gain a +1 combat bonus in hand-to-hand.

Martial Artist 2 – cost +3

> Gain an extra combat bonus in hand-to-hand to +2; gain Knockout in hand-to-hand.

Martial Artist 3 – cost +3

> Gain +1 SV in hand-to-hand.

Medic

Availability: Algoryn, Freeborn, Boromite, Mercenary factions, Ferals, Concord, Isorian.

Prohibited (Medic 2+): Concord, Feral, Isorian

Prohibited: Ghar

The individual is trained in battlefield first aid and given the equipment to enable such skills to be effective. The Concord Combined Command tends to rely more on medi-probes and medi-buddies and the Senatex on its Monitor hardware and AIs, so rarely train their troopers in Medic skills. Ferals tend to use Freeborn equipment but are less skilled in apply it.

Medic 1 – cost 5 (8 for IMTel).

> Gain specialist equipment **Medkit 7** if IMTel, **Medkit 6** if Algoryn, Boromite or Freeborn, else **Medkit 5** if a Mercenary or Feral. At the end of an Advance or Rally action, during which they must not shoot, a Medic model may attempt to restore one Wound to one allied individual to whom they are adjacent. The Medic must test against their Medkit rating minus any pins or Wounds they have. On success, one of the injured party's Wound markers is replaced by a pin marker – they have recovered from a Wound.

Medic 2 – cost+3

> As Medic 1 and gain a +1 DM on Medic tests (effectively increasing Medkit 6 to Medkit 7, for example).

Medic 3 – cost+3

> As Medic 2 and gain an additional +1 on Medic tests (total +2).

Misgenic (<ability>)

Availability: Misgenics only

The worst of all Rogue NuHu experiment on panhumans, trying to see if they can produce something extraordinary. Such experiments are highly unpredictable, giving rise to the <ability> in the skill name – this can be equivalent to another skill except that skills gained purely through the Misgenic do not count as an MSU to each other: however, levels in MSUs that would conflict with skills gained through Misgenic are not allowed.

> *For example, a misgenic with Misgenic 2(Brawn 2, Nimble 2) could not take a level in Brawn (to Brawn 3) as they already have Nimble 2. If they already had Brawn 1, they could roll ability #3, Brawn 2, and end up with 3 levels of Brawn but could not then gain Nimble 2 or Tough 2 as it would conflict with the non-misgenic Brawn skill.*

Additional levels in non-MSU skills stack with the Misgenic.

There are only three levels of Misgenic, each costing the same and each. Each only counts as a single skill as far as Geneering Limit is concerned.

> *For example, a misgenic with Misgenic Ability 2(Brawn 2, Nimble 2) still only counts as having taken two skills as far as Geneering Limit is concerned.*

Misgenic 1, Misgenic 2, Misgenic 3 – cost+5

> The shard member has a (or another for Misgenic 2 and 3) misgenic ability. Roll on the table below when first creating this misgenic or when assigning them a new level in misgenic abilities. Reroll any ability already gained.

D10	Misgenic Ability Gained
1	Extremely Violent: Gain **Savage Strike**, **Frenzy** (with the Rogue NuHu as the controller), and claws or teeth that give 1 Attacks SV2 in H2H. If rolled a second time gain 1 Attack SV4 and reroll the 3rd time this is rolled.
2	Gain **Tough 2** (Res+2). If rolled a second time gain Tough 3. Reroll the 3rd time this is rolled.
3	Gain **Brawn 2** (St+2). If rolled a second time gain Brawn 3. Reroll on a 3rd time this is rolled.
4	Gain **Nimble 2** (Ag+2). If rolled a second time gain Nimble 3. Reroll on a 3rd time this is rolled.
5	Gain **Jump 2**. If rolled a second time gain Jump 3. Reroll on a 3rd time this is rolled.
6	Gain **Rough Fighter 3** (+1 SV, Savage Strike, +1 bonus on charge/counter, Knock Out). Reroll on the 2nd or subsequent time this is rolled.
7	Gain **Stoic +1** (ignore a pin when taking tests) each time this is rolled.
8	Gain **Nano-Damp 2**. Reroll on the 2nd or subsequent time this is rolled.
9	Tactical Genius: Gain **Leadership 2** and **Anticipation 2** (to Co 9, Init 9, Command 5"). Reroll the 2nd or subsequent time this is rolled.
10	Extreme Resilience: gain **Heroic** (+1 Wound). Reroll if rolled a second or subsequent time.

Monitor

Availability: Isorians only

The Isorians are so fully integrated with their IMTel and combat shard that their medics must be as fully connected to the shard as the other operatives. Being awash in so much data has some advantages, however:

Monitor 1/6 – cost 5	Gain 'Enhanced well-being sensors' as specialist equipment. An Isorian ally within 3" who makes a Rally action may attempt to heal a Wound at the end of their activation as for Medic with a Medkit 6 rating, minus their own pins and Wounds after the Rally.
Monitor 2/7 – cost+4	As for Monitor 1 but the Medkit equivalent is Medkit 7.
Monitor 3/7 – cost+5	As for Monitor 2 but the range becomes 5".
Monitor 4/7 – cost+5	As for Monitor 3 but in addition **once per game** a troop member within 5" who would otherwise lose their last remaining Wound and fall casualty instead gains an extra pin.

Nano-Damp

Availability: Boromite (Boromites only), Ghar (reactors only)

Automatic: Boromites (Nano-Damp 1); Ghar Battlesuits (Nano-Damp 2)

Nano-Damp stands for nanosphere dampeners, either as a technology or as an integral part of the species or individual's physical existence. Ghar, for example, have technology that pollutes spacetime and can make nanosphere lose their integrity, and Boromites are naturally resistant to infestation with hostile nanospheres, relying on localised nanosphere generators in their equipment if it needs it. This is also given to some machine opponents with built-in nanosphere suppressors, such as Virai.

Nano-Damp is similar to Countershard except that it is intrinsic to the operatives with the skill, makes no difference between friend or foe and its dampening is triggered against every IMTel dice during a turn. As soon as any force on the table declares the use of an IMTel dice, an automatic Nano-Damp attempt must be made. A specific bonus dice only receives a single Nano-Damp attempt but a Countershard may also be attempted after the Nano-Damp as they are two different things.

To make the Nano-Damp counter, roll a D10: if the result is less than or equal to the total number of levels of Nano-Damp *on all sides*, then the IMTel dice is blocked, cannot be used that turn and is put to one side.

Nano-Damp 1 – cost 1	Trigger an Nano-Damp block with +1 to the tn.
Nano-Damp 1 – cost 2	Trigger an Nano-Damp block with +2 to the tn.

Nimble

Availability: Any faction

Prohibited (Nimble 2 or higher): Ferals, Askar, Hükk, non-advanced Mercenary, IMTel nations.

Through training and eventually implants, an individual increases their athletic and acrobatic ability.

Nimble 1 – cost 3	Gain +1 Ag.
Nimble 2 – cost +4	Gain another +1 Ag to minimum 6, maximum 8 (+2 Ag in total). Nimble 2 and higher are MSUs.
Nimble 3 – cost +4	Gain another +1 Ag to maximum 8 (+3 Ag in total).

NuHu

Availability: Concord, Senatex, Freeborn

Prohibited: Ferals

The shard member is a fully-trained NuHu with their corresponding control over the nanosphere. The shard gains an extra order dice that can be used exactly the same as an IMTel bonus dice (see <faction> IMTel, above).

The NuHu also gains a nano-buddy, a Symbiote that adds combat capabilities to a NuHu. This is a specialised forms of buddy that is effectively 'part of' their NuHu: the symbiote has no stats other than its equipment capabilities and cannot be targeted. A symbiote self-destructs harmlessly only when its NuHu falls casualty but otherwise must always be in formation with NuHu, even if the NuHu falls captive.

The NuHu's extra buddy drones are in addition to any buddy drone control gather from Dronesync. The NuHu ability also substitutes for Leadership 1 in the Leadership skills tree.

NuHu are bred from birth for command so have Co 9 already.

NuHu 1 – cost 13pts	Gain a bonus order dice as for IMTel dice; gain a nano-buddy; suspensored, Mv 6 (from 5); gain immunity from scramble; personal batter field; gain Command 5".
NuHu 2 – +3pts	Manage +1 buddy or probe (as for Dronesync, but in addition to any managed or activated)
NuHu 3 – +3pts	Manage another (up to +2) buddies or probes (as for NuHu 2)

Numerous

Automatic: Ghar Outcasts

Prohibited: all others

Outcasts in Ghar society who are made Outcast simply by contravening one or more regulations in the Ghar battle manual. As a result, there are always more Outcasts ready to take over from those lost in the field.

Numerous – 5	If the Outcast falls casualty, it is automatically replaced with a basic (unimproved) Outcast in between scenarios, whether or not there are any more listed in the roster.

Patch Sighting

Availability: Any faction
Prohibited: Ferals, Primitive Mercenary
Patch Sighting allows a model's LoS to be used for shooting from models in another unit. LoF is still required from the weapon and model shooting.

Patch Sighting – cost 3

> The model can lend its own LoS for OH shots by models in other friendly units. If within 10" of an active camo buddy, the model can also act as an observer and enable LoS to that enemy to all other friendly models shooting at that unit – if shooting direct at the camouflaged target, the friendly model's own LoS and LoF is still used.

Quickshot

Availability: Algoryn, Mercenary, Freeborn
Through a mix of training, perhaps a specialist weapon and some minor MSUs, the individual can fire faster whilst maintaining accuracy.

Quickshot – cost 5 | When shooting with a Fire order, gain an additional shot from a single-shot weapon or when in single shot mode. The shots count as normal RF shooting with the same penalties.

Rough Fighter

Availability: Krasz (Automatic); Algoryn, Boromite, Mercenary, Freeborn, Feral
Prohibited: Vardanari
The individual is used to dirty hand-to-hand fighting, whether through primitive training, culture or picking one too many bar fights on backward planets. Beasts can be given the Rough Fighter skill, often through training or by giving the animal suitable upgrades to their natural weapons (titanium teeth or claws, for example).

Rough Fighter 1 – cost +3

> Gain +1 SV in hand-to-hand with any hand-to-hand weapon.

Rough Fighter 2 – cost +3

> Gain Knockout in hand-to-hand and gain Savage Strike.

Rough Fighter 3 – cost +3

> Gain a +1 hand-to-hand combat bonus on a charge or countercharge.

Rough Fighter 4 – cost +3

> Gain an extra hand-to-hand combat bonus (to +2) on a charge or countercharge.

Sacrificial Buddy

Availability: NuHu only.
When a direct fire shot hits an individual with Sacrificial Buddy, the shot can be 'laid off' – reallocated – by the before any Res test is made. The buddy drone makes a Res test instead at its normal Res (typically 3). The number of hits able to be laid off in each bout of shooting depend on the level of Sacrificial Buddy. The player whose NuHu is hit decides whether or not they will use the sacrificial Buddy capability and which buddy is/buddies are to intercept the incoming hit.

Note that this differs from Bodyguard in that it applies to hits – Acc successes after the Acc Test – and not shots.

Sacrificial Buddy 1 – cost 4

> The NuHu can intercept one incoming hit with a buddy.

Sacrificial Buddy 2 – cost +3

> The NuHu can intercept two, simultaneous incoming hit.

Sacrificial Buddy 3 – cost +2

> The NuHu can intercept three, simultaneous incoming hits.

Savage Strike

Availability: Beasts, Misgenics and Ferals only
This trains the individual in the Savage Strike special rule if they do not have it already.

Savage Strike – cost 1pt. See Savage Strike, p.34.

Sniper

Availability: AI, Isorian, Freeborn, Mercenary
Improved accuracy with a specified weapon in single-shot mode, such as 'Sniper 1 (Plasma Rifle)'. The weapon with which the sniper is trained must be stated on their stat sheet and must be a Rifle/Carbine class weapon as permitted by their lists. For multi-mode weapons, the Sniper bonuses only apply when firing in single-shot mode.

Transferring the Sniper bonus to another weapon mid-mission is not possible and post-mission costs 2pts.

Sniper 1 – cost 3 | An additional +1 Acc when gaining an Aimed Fire bonus on a Fire order with the stated weapon;

Sniper 2 – cost 4 | Acc +1 when shooting with any Aimed Fire bonus at Long & Extreme ranges with the stated weapon (i.e. reduces range penalty);

Sniper 3 – cost 4 | +another 1 when shooting with any Aimed Fire bonus at Extreme range with the stated weapon (i.e. removes extreme range penalty).

Stoic

Availability: Any
Automatic (Level 1): Gyohn, Askar Protector-Leader
Prohibited: Ghar, Vyess
The individual is capable of suffering and coping with more damage and stress than might otherwise be imagined. The virally adapted Gyohn are particularly resilient to the effects of pain and injury.

Stoic individuals still take pins and Wounds as normal, but just ignore the penalty effect of one or more.

Stoic 1 – cost 6   Ignore the effects of one pin or Wound when taking stat tests. Command Tests still need to be taken if the unit has one or more pins or Wounds, it is just the penalty can be ignored.

Stoic 2 – cost +6   Ignore the effects of up to two pins or Wounds when taking stat tests.

Stoic 3 – cost +6   Ignore the effects of up to three pins or Wounds when taking stat tests.

Tough

Availability: Any

Prohibited (Tough 2 or higher): Ferals, IMTel troopers, Ghar, Primitive Mercenary, Askar

The individual is particularly resilient to or hardened against damage or has taken extensive training or implants to shore up their resistance to damage.

Tough 1 – cost 3   +1 Res.

Tough 2 – cost +5   The trooper gains the MSU **subdermal armour** to increase their base Res by another points (total Res +2) to a maximum of 8.

Tough 3 – cost +5   The trooper gains the additional MSU **supradermal armour** and gains a +1 bonus on all Res tests against damage from shooting and hand-to-hand, excluding blast hits (so a total of +2 Res *and* a +1 Res bonus against most combat damage).

Skills, Cost and Availability

Key:

Pts = Pts for successive levels;
①② = automatic at level stated (see notes);
✓ = available;
✗ = not available;
✗K = not available except to Krasz;
✗N = not available except to NuHu;
❶❷❸ = max level permitted;
✓n = available and capability (e.g. Medic);
MSUn = Musculo-Skeletal Uplift at level stated;
SO = Ship's Officers only;
HC=High Commanders only.

Skills marked with ᴮ can be bought by beasts. See the individual skills for limitations.

Skill Tree	Pts	Alg	Bor	PHC	FB	Fe	IS	Ghar	M:A	M:P	Notes
Anticipation	2/2/3/4	✓	✓	✓	✓	✗	✓	✓	✓	✓	① Vyess; ✗ Askar
Handler	3/3/5/5/7	✗	✓	✗	✓	✓	✗	✗	✓	✓	② Hükk; ✗ Askar
Bodyguard	2	✓	✓	✓	✓	✓	✓	✓	✓	✓	–
Bounty Hunter	3/3/3	✗	✗	✗	✗	✗	✗	✗	✓	✗	② Hükk
Brawn ᴮ	3/4/4	✓	✓	❶	✓	❶	❶	❶	✓	❶	MSU2; ✗ Askar
Countershard	3/2/2	✓6	✗	✓7	✓7	✗	✓7	✗	✓5	✗	–
Demolitions	3/3/4	✓	✓	✓	✓	✓	✓	✓	✓	✓	–
Discipline	2	✓	✗	✗	✗	✗	✗	✗	✗	✗	① Optimate, Vector
Dronesync	5/3/5/3	✓	✓	✓	✓	✗	✓	✓	✓	✗	✗ all Ferals
Duellist	5	✗	✗	✗	SO	✓	✗	✗	✓	✓	–
Elite	4	✓	✓	✓	✓	✓	✓	✓	✓	✓	–
Fire Controller	5/5/5/5	✓	✓	✓	✓	❶	✓	✓	✓	❶	Pre-requisites
Forward Observer	4/4/5	✓	✓	✓	✓	❶	✓	✓	✓	❶	–
Geneering Limit	-1	✗	✗	✗	✗	✗	✗	✓	✗	✗	–
Heroic	15	✓	✓	✓	✓	✓	✓	HC	✓	✓	Pre-requisites
IMTel	1	✗	✗	①	✗	✗	①	✗	✗	✗	–
Inspiring	5/3/5	✓	✓	✓	✓	✓	✓	✓	✓	✓	–
Jump ᴮ	5/3/5	✓	✓	❶	✓	❶	❶	❶	✓	❶	MSU2; ① Askar
Leadership	3(1)/3/4/6	✓	✓	✓	✓	❸	✓	✓	❸	❸	Lvl1 is 1 XP if Co 8+
High Commander	10	✗	✗	✗	✗	✗	✗	✓	✗	✗	–
Skill Tree	**Pts**	**Alg**	**Bor**	**PHC**	**FB**	**Fe**	**IS**	**Ghar**	**M:A**	**M:P**	**Notes**
Marksman	4/4/6	✓	✗	✓	✓	✓	✓	✓	✓	✓	–
Martial Artist	3/3/3	✗	✗	✓	✓	✗	✓	✓	✓	✓	✗ Tsan Ra, Krasz
Medic	5(8)/3/3	✓6	✓6	❶7	✓6	❶7	❶5	✗	✓5	✓5	–
Misgenic Ability	5/5/5	✗	✗	✗	✗	✓	✗	✗	✗	✗	Misgenics only
Monitor	5/4/5/5	✗	✗	✗	✗	✗	✓	✗	✗	✗	–
Nano-Damp	1/2	✗	①	✗	✗	✗	✗	(✗)	✗	✗	② Ghar Reactor
Nimble ᴮ	3/4/4	✓	✓	❶	✓	❶	❶	❶	✓	❶	MSU2; ❶ Askar, Hükk
NuHu	13/3/3	✗	✗	✗N	✗N	✗	✗N	✗	✗	✗	–
Patch Sighting	3	✓	✓	✓	✓	✗	✓	✓	✓	✗	–
Quickshot	5	✓	✗	✗	✓	✗	✗	✗	✓	✓	–
Rough Fighter ᴮ	3/3/3/3	✓	✓	✗K	✓	✓	✗	✗	✓	✓	① Krasz; ✗ vardanari
Sacrificial Buddy	4/3/2	✗	✗	✓	✓	✗	✓	✗	✗	✗	NuHu only
Savage Strike ᴮ	1	✗	✗	✗	✗	①	✗	✗	✗	✗	① all Ferals
Sniper	3/4/4	✓	✗	✗	✓	✗	✓	✗	✓	✓	–
Stoic ᴮ	6/6/6	✓	✓	✓	✓	✓	✓	✗	✓	✓	① Gyohn, Askar Prot-Leader; ✗ Vyess
Tough ᴮ	3/5/5	✓	✓	❶	✓	❶	❶	❶	✓	❶	MSU2; ❶ Askar

Roster Sheets

An *Antares: Incision Shard* roster might resemble the following (photocopiable roster sheets are available in the appendix). We recommend using the Operative Details Sheet to track individual operative's XP, injury status, skills and equipment.

This sheet is a starting example only which can be used to track early scenarios: additional continuation sheets with just the scenarios/missions and just the shard members are useful.

Roster Sheet Explanation

The sections on the roster sheet are as follows.

Shard Name/Player/XP After setup

The first line gives the player-assigned name of the Incision Shard, who it belongs to and has 19 XP left after setup (a standard starting Isorian shard). The XP remaining after setup is carried forward into the scenario-by-scenario XP total

Missions/Scenarios

This is a simple log of the missions and scenarios the team has played, showing the opponents, the XP earned, any XP expenditures after the mission and a running XP Total. We can see that this shard has played two scenarios but has two more planned in a three-scenario mission. The shard must have done poorly on the first mission (a standalone scenario) as they only earned 3XP, but the first scenario on their next mission earned them 5XP – which they cannot yet spend until the mission ends. The shard's running total of 27XP is rather high, but we presume the player is anticipating buying some probes and creating a probe technician with Dronesync – or they might even be saving up for a NuHu!

Shard Equipment

This shows the shard's equipment and cost. Individual equipment should be on the squad sheets.

Roster

This lists all the members of the roster with their initial, base cost which is used when replacing a lost trooper. As the shard is on their second mission, only one round of upgrades have been possible and that at three points. The accumulated XP is added to after each scenario in which the operative took part – Trooper Greyscot fell casualty in the first mission so has no XP.

Acquired Skills

We can see that the Shard Leader was bought Tough 1 for 3XP after the first mission and Tchak-Na was bought Demolitions 1, so their Unused XP column shows only 5 (from the first scenario in the second mission); in contrast, Woyost and Regin have not been upgraded so have 8 unused XP hanging around.

Current XP

The Current XP column is used to show the troopers current *scenario* XP – how much it costs to enter them into a scenario. This ignores any unused XP. We get the impression that some solid upgrades for Regin are coming along; perhaps the player hopes to upgrade them to use a phase rifle, a costly affair but one which they might consider worth it!

Overall, we can see that Trooper Hannot was used in the second scenario, no doubt being swapped in for the lost Greyscot. The player has drawn on Antares lore and decided that Greyscot's mindstate was backed up before the mission in which they fell casualty and was subsequently downloaded into a cloned body.

Some players like to retain further data, such as tracking which missions each trooper was involved in and even their achievements. Building up a narrative background to an Incision Shard in such a way can be part of the fun!

ANTARES: INCISION SHARD ROSTER SHEET

Shard Name:	Senatex Delta 451	Player:	Adam	XP After Setup	19

Missions/Scenarios	Difficulty	Opponent	XP Earned	Shard XP Spent (and item)	XP Total
Standalone Retrieve Data (1)	Med	Algoryn (Kev's)	3	–	22
M1: Counterstrike (8)	Med	Algoryn (Kev's)	5	–	27
M2: Sabotage (9)	Med	Concord (Stu's)			
M3: Escape (2)	Hard				

Shard Equipment	XP Cost	Shard Equipment	XP Cost	Shard Equipment	XP Cost

ROSTER

Rank and Name	Base XP	Initial Skills/Attributes (default Panhuman)	Accum'd XP	Unused XP	Acquired Skills (and XP)	Current XP
Shard Leader Marin Toyt	41	Senatex IMTel, Leadership 1	3+5	3̶ 5	Tough 1 (3)	44
Monitor Woyost	42	Senatex IMTel, Monitor 1/6	3+5	3̶ 8	–	45
~~Trooper Greyscot~~	~~37~~	~~Senatex IMTel~~			–	~~37~~
Sniper Regin	43	Senatex IMTel, Marksman 1 & Sniper 1 (plasma rifle)	3+5	3̶ 8	–	37
T.R. Trooper Tchak-Na	42	Tsan Ra, Large, Senatex IMTel	3+5	3̶ 8̶ 5	Demolitions 1 (3)	45
Assault Trooper Krick-Na	39	Tsan Ra, Large Senatex IMTel	–	–	–	39
Trooper Hannot	37	Senatex IMTel	5	5	–	37
Cloned Greyscot	37	Senatex IMTel				37

MISSIONS

A mission is a mini-campaign consisting of one or more scenarios, typically three, but there is nothing wrong with players agreeing to play single-scenario missions or even longer missions using the *Temporary Operatives* rules (see p.71).

Before each mission, the players choose the scenarios they wish to use and decide the sequence of scenarios. No more than one mission should be rated as 'hard' as consecutive, hard scenarios can result in too many casualties. Players should also set out rough guides for each scenario in terms of XP.

SCENARIO ACTIVITIES

At the start of each scenario, the players agree whether or not they can play the scenario and the XP they will use from the recommended range. It is important this is done now and not earlier, as we want to play a game – and unlucky shards may have had too many injuries (but see *Skipping Scenarios*, p.71and *Temporary Operatives*, p.71).

Once the XP is agreed, each player selects a subset of available (surviving) operatives from their shard

according to the XP agreed for the scenario and within the range of operatives defined in the scenario. Occasionally a scenario might be too difficult for a battered shard to continue or it might need temporary replacements.

Scenarios are then played in turn. At the end, the XP earned by the shard and by each operative being recorded on the roster sheet. At the end of each scenario, players cross off any losses and make a note of any operatives that are replaced. At the end of all the scenarios in the mission, each player then performs post-mission actions such as buying new shard members and equipment or upgrading existing operatives.

The scenario description is explained in the Quick Start chapter, p.12.

XP Earned

Using the difficulty rating, we recommend that at the end of a scenario the following XP is earned by a shard and by each operative in the shard. The XP awarded depends on the level of success a shard achieved on a mission, as follows:

Recommended XP on: Scenario Difficulty	Failure	Partial Failure	Partial Success	Total Success
Low	3	3	4	5
Medium	3	4	5	7
Hard	4	5	7	9

Our example mission is medium difficulty, so on partial success grants a total of 5 XP to each surviving operative and 5XP to the Shard.

Players should also consider awarding 50% of any excess XP one side had over the other to their opponent in the form of shard XP.

For example, if a game was to be 210 points but one shard had 205 and the other 209, the shard with 205 XP should receive an extra 2 shard XP on completion of the mission.

Skipping Scenarios

Whilst the XP and new recruit system tends to balance out shard strengths, to prevent runaway victories we recommend that if one shard has too few operatives and equipment to reach the lowest XP for a scenario, players might consider lowering the XP or combatant requirements, or even skipping over the scenario completely. If a scenario is skipped, we recommend awarding 'Partial Success' XP to the shard who can make the list and 'Partial Failure' XP to the shard who has insufficient operatives left.

Temporary Operatives

An alternative to skipping the scenario that we heartily recommend is to allow a shard to have a baseline operative from their faction on temporary assignment to

make up for gap in XP. This temporarily assigned operative cannot earn XP but otherwise operates as a standard model of their type.

Of course, players might want to consider their own variations!

Temporary Experts

Temporary operatives with the Demolitions 2 skill can also be hired for demolitions scenarios where the shard has no operative it can field with the Demolitions skill. Whilst this may help the shard achieve its objective, the operative gains no XP themselves.

Players may devise their own scenarios which call for a specific skill, or may allow an opponent to temporarily replace a lost expert such as a Handler. Such operatives come in for the scenario only.

POST-SCENARIO/MISSION ACTIONS

In between one scenario and the next, a player may swap out operatives as they wish and may also give any injured operatives first aid. It is assumed that the shard establishes a temporary field base where they rendezvous with their fellows and can perform some basic first aid.

After a mission, a player performs tasks critical to their shard's long-term development with new recruits,

perhaps to replace those who have fallen casualty, and to give additional training to those who survived.

After each scenario, XP is earned by both the shard and by those who took part. Shard XP is spent on upgrading injured or retired operatives or beasts or on purchasing shard equipment such as probes, gun drones or buddy drones – though an individual operatives XP may also be used to purchase their own probes or drones if they can control them.

Wounded Team Members

All pins are removed between scenarios (unless stated by the mission briefing). Operatives who still have one or more Wounds at the end of a scenario retain those Wounds and begin the next scenario in the mission with those Wounds already in place.

After one scenario, if a shard has an model with a suitable skill like Medic or Monitor, the player may attempt a single Medic or Monitor check on the wounded operative before the operatives are chosen for the next scenario.

In between missions, Wounds are cleared completely.

Replacing Team Members

At the end of a mission, cross off any lost shard members from the Incision Shard's roster (see Trooper Regin in the example shard roster). The destroyed team member acquires no XP from the mission and all XP the individual had accumulated and not spent is lost.

Any operative who falls casualty is automatically replaced by another that has an identical base cost or is cheaper (ignoring any XP the lost trooper had not spent). The new recruit can spend or retain for future use up to 7 additional XP, or the difference between the base trooper and the lost trooper, whichever is less. Alternatively, a replacement trooper can be purchased whose total cost does not exceed this amount.

> *For example, a Senatex Trooper costing 50 points is lost and replaced by one costing 37. The replacement trooper can be upgraded by up to 7 XP.*
> *Another Senatex trooper is lost worth 42XP: the replacement Senatex trooper would only have an extra 5XP to spend/retain (42-37). If using the alternate rules, this trooper could be a Tsan Ra as their base cost is 42XP.*

An option here that works very well is to allow any operative shown in the example shards as being suitable, replacement troopers, not just the base trooper definitions.

> *For example, a Senatex Apprentice Sniper is lost: replacing them is costly, but using this optional rule the trooper could be replaced by another sniper without harming the shard to any great extent.*

Expanding the Shard

The more experienced an Incision Shard acquires, the more costly it can become to lose a member and fewer experienced troopers can be assigned to a mission. In such a situation, a player may wish to expand their Incision Shard roster by acquiring new recruits. A new recruit may also be brought in to replace a lost operative.

To expand the roster with an extra trooper, shard XP must be spent on buying a basic trooper from the types available to the faction. The replacement operative can have an extra 7 shard XP spent on their skills or equipment or to retain for future use.

Retiring Shard Members

At the end of a mission, a player may wish to retire a shard member who has become either too expensive or who is no longer required and replace them with a new member. To do so, just replace them with another as for lost shard members.

We recommend not retiring too many operatives between missions and suggest limiting it to a maximum of two. More changes suggests that the Incision Shard was probably struggling and so a new shard would be more effective.

> *For example, the old Algoryn Trooper Hartu Var is retired as he is worth 67 XP and is becoming too costly – too use or to lose! Replacing him with another squad member with basic equipment (Vector AI) costs 35 points, but an additional 7XP can be spent on skills for the new operative.*

XP: Training and Equipment

Having performed all the above, a player may now spend a shard member's XP to improve a trooper through training and the associated equipment to go with that training. A shard member can never benefit from another's XP and can only be improved using their own pool of unspent XP.

Skills and training is represented on Skill Trees. To develop a shard member, choose the first (or next) improvement on a skill tree, check to make sure the team member has the Available XP, and add the benefit, bonus and equipment to the shard member's roster entry. The XP spent on the upgraded are deducted from the shard member's 'Available XP' column and added to their points value.

EXAMPLE MISSION

We provide one, three-scenario mission as an example to start with but a range of scenarios which can be mixed as players wish to form coherent missions. Even the starting scenario could be changed just by having the end changed from *Escape through the Transmat* (#3) to *Crossed Wires* (#5).

All these scenarios are fundamentally narrative scenarios, so it helps if players build their own narrative around the scenarios or use the narrative to drive scenario selection. For example, a longer mission could include the *Data Retrieval* scenario (#1), *Extraction* (#4 – perhaps the Intel showed where the general was located), *Wreckage Search*

(#6 – the general disclosed where their ship broke up) and finally *Crossed Wires* (#5, as the shards rush back to safety).

We recommend no more than four scenarios in missions where one or more is hard, with three often being more than sufficient to generate a narrative arc. For all missions, we recommend that if one shard cannot field enough XP or models, either use the lowest shard's XP or the skipped scenario rules are used (see *Skipping Scenarios*, p.71). Another option would be to temporarily grant the lowest shard some single-use basic additions such as gun-drones or Outcasts, just for that scenario.

We've deliberately shown a mix of objectives, deployments and arrival areas to give players some ideas as to how they can create their own scenarios. Don't be afraid to alter these scenarios – just changing the deployment area can significantly alter the nature of the game. Even a simple change such as having one shard start deployed on the table whilst the other has to come on can make a lot of difference. In such situations, however, we recommend the disadvantaged team has either a 10-20% advantage in XP, depending on how critical the advantage turns out to be, or has a similar VP advantage. Sometimes the only way to tell how much of an advantage a different deployment gives is to play the scenario through and see!

Key, though, is that we these scenarios are examples and ideas so that players can generate their own. We encourage players to share their own missions and scenarios, and even their Incision Shard build!

Scout & Secure Mission

Incision Shard members are despatched on a fast frigate to investigate a planet that is inhabited by fairly advanced panhumans. It is thought that there may be useful Xon (4th Age) technology and artefacts.

1 - Data Retrieval

Before any further activity can be sanctioned, the data from a local satellite network must be retrieved and examined. See the sample scenario, *Scenario 1: Data Retrieval* on p.12.

2 - Ground Defences

To allow the orbiting ships to come within transmat range of the surface, a nearby ground defence station must be disabled. See *Scenario 2: Ground Defences* on p.74.

3 - Escape

Having disabled the orbital weaponry, a ship can enter low orbit and the shard can now escape via transmat. Unfortunately, an opposing shard has the same idea! See *Scenario 3: Escape through the Transmat* on p.75.

SCENARIOS

Using the guidelines above, these scenarios can be played on their own or put together with others to form a multi-scenario mission. Scenario 1 has already been defined in the *Quick-Start* chapter on p.12.

Scenario 2: Ground Defences

Your commander wishes to act on the surveillance data but cannot send down scientists or more troops without disabling one of the few anti-orbital gun emplacements the planet has managed to build. The Incision Shard is tasked with seizing control of the gun emplacement, reprogramming it, and using it to drive away an opponent's ship.

|	
Difficulty:	**Medium**
Points Range:	**200-250**
Combatants:	**3-7**
Objective:	Gain control of an orbital battery and fire it at the enemy ship in orbit
	Total Success = your faction fires the battery;
	Partial Success = neither faction fires the battery before becoming Broken;
	Partial Failure = your opponent fires the battery but your shard is not Broken
	Failure = your opponent fires the battery and your shard is Broken.
Setup:	The table should be crowded with plenty of screening and blocking terrain with an orbital weapon (an x-howitzer would do well) at the point shown, on the rear of which is the control panel. Ensure there is roughly equal access to the control panel.
Deployment:	There is no on-table deployment: each team member arrives in the first turn from a corner opposite the battery. Teams should dice to decide from which corner they arrive.
Scenario Ends:	The scenario ends when the battery is fired or when both shards are Broken.
Special:	**Break:** At the end of a turn in which a faction reaches a total of over 50% lost or Broken troopers, the whole shard is Broken and must withdraw.
	Control and Fire: Controlling the battery involves having an operative within 1" of the control panel with no enemy within 1" of the panel. If an operative makes a Rally order whilst in control, the orbital battery will fire at the end of the next round (phase 2.i) **providing** they remain in control: if an opponent breaks control, the battery can be stopped (and perhaps reprogrammed to the opponent's wishes if they make a Rally).

SCENARIO 2: GROUND DEFENCES
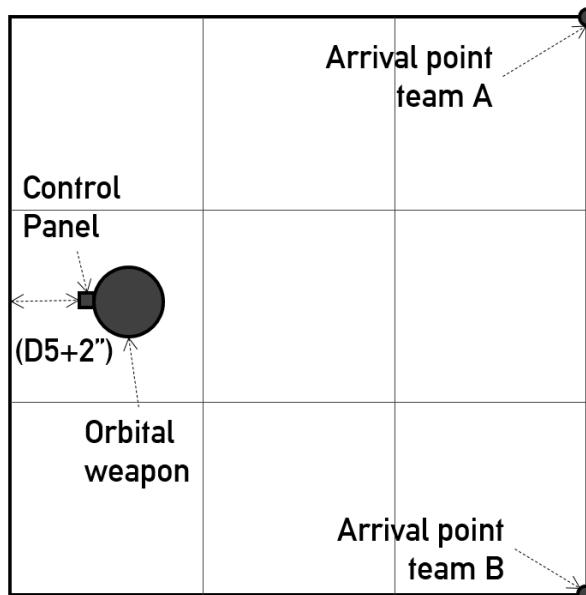
Scenario 3: Escape through the transmat

Having carried out the task, your troopers now have to return. The closest transmat is only a few kilometres away but both you and your opponent have to use it as the range on a single transmat is too short. The last person through can short-circuit the transmat so it need extensive repairs, but how many troopers can you get to safety before that happens?

|	
Difficulty:	**Hard**
Points:	**150-250**
Combatants:	**3-7**
Objective:	Send as many troopers as possible to safety via a transmat. The scenario is scored using victory points: 2VP for each trooper in safety, 1VP for each trooper alive on-planet, 0VP for each trooper who is captive (see below), -1VP for each trooper who is dead.
	Total Success = Two or more troopers reach safety, none are captive, and you have more VPs than your opponent;
	Partial Success = One or more troopers reach safety and you have more VPs than your opponent;
	Partial Failure = One or more troopers reach safety but you have less VPs than your opponent;
	Failure = No troopers reach safety.
Setup:	The table should be crowded with plenty of screening and blocking terrain with transmat near one edge. This should have a transmat pad at least 3" in diameter and a control station within 1". Ensure there is roughly equal access to the transmat and that the deployment zones are relatively clear.
Deployment:	Teams choose or decide a corner opposite the transmat and deploy within 5" of the corner.
Scenario Ends:	The scenario ends when all the troopers from one Shard have reached **safety** or are **captive.**
Special:	**Using the transmat:** The transmat can be triggered by a unit making a Rally action whilst on the active surface of the transmat or by a trooper beside the controls making a Rally action and triggering the transmat. Whoever and whatever is on the transmat at the end of the turn, in phase 2.i, is sent to the ship of the last trooper to trigger the transmat this turn and is removed from play. A trooper has reached **safety** if they are sent to their own ship. The win condition is determined after the transmat is activated.
	Note that this means someone on the transmat can end up on the wrong ship if an opponent triggers the transmat after they have acted, or they move onto an activated transmat, or are **captured** and taken up: such troopers are **captive** on their enemy's vessel.

SCENARIO 3: ESCAPE THROUGH THE TRANSMAT
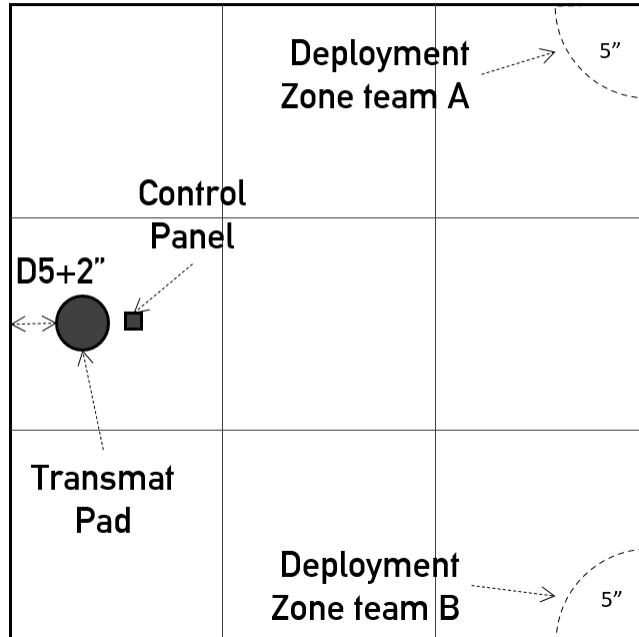
Scenario 4: Extraction

A general has been lost behind the lines after their skimmer was destroyed. You have to retrieve them. Their general location is known but you do not want to tip off your enemy, so the Incision Shard has been inserted some distance away as is heading towards the down spot on foot. Unfortunately, your opponent has the same idea!

|	
Difficulty:	**Hard**
Points:	**150-250**
Combatants:	**3-7**
Objective:	Retrieve the injured general from the table.
	Total Success = You retrieve the general off the table;
	Partial Success = Your opponent kills the general;
	Partial Failure = You kill the general;
	Failure = The general is dead and you lost more combatants than your opponent.
Setup:	The table should be crowded with plenty of screening and blocking terrain with the general in the centre.
	The arrival areas should be relatively clear and access to the general roughly equal for both shards.
Deployment:	Teams arrive along the edge within 5" of opposite corners, as shown.
Scenario Ends:	The scenario ends when the general is dead or has been retrieved off-table back through the arrival zone.
Special:	**The general:** The general has Wounds 2, Res 5, Mv 5, Co 10 (BT 5). However, they are injured and have one Wound, already. They can be taken captive, as normal, by either side, and hamper their captors as normal. The general can also fall casualty and pick up Wounds as for other operatives.
	Variants: Altering the departure edge to be similar to Scenario 1 *Data Retrieval* significantly steps up the pressure on both opponents – though raises a higher chance of the general being killed.

SCENARIO 4: EXTRACTION

Arrival zone team A (5")

Injured General

Arrival zone team B (5")
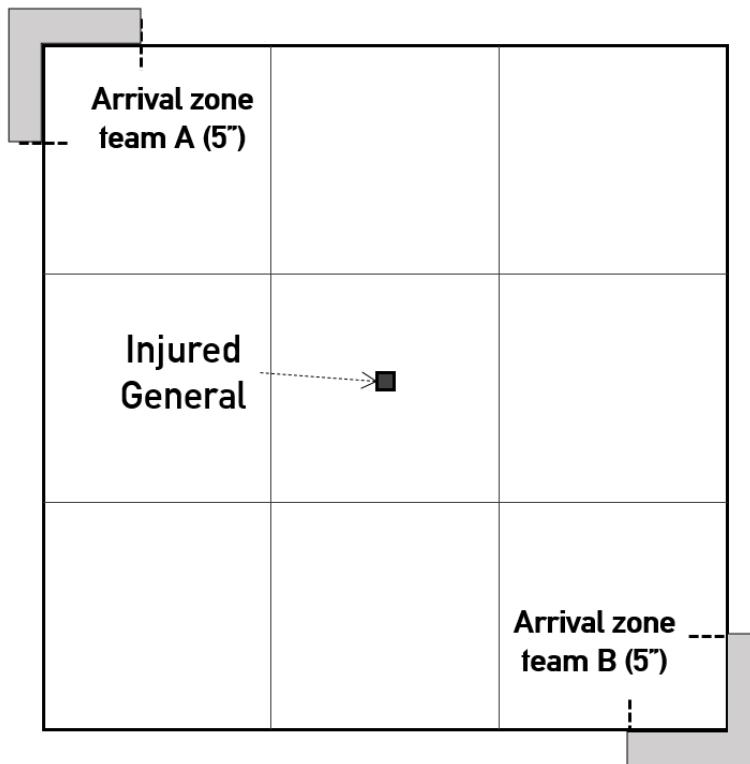
Scenario 5: Crossed Wires

Whilst escaping from a badly-botched task with a dispersed shard, you come across an enemy shard who appear to be in the same boat! You must be back to base, however, whatever the cost.

Difficulty:	**Easy**
Points:	**160-300**
Combatants:	**4-10**
Objective:	Escape your own troopers off the other side of the table. The scenario is scored using victory points: 2VP for each trooper in safety, 1VP for each trooper alive and free, 0VP for each trooper who is captive, -1VP for each trooper who is dead.
	Total Success = You retrieve all troopers off the table;
	Partial Success = You score more or the same VPs than your opponent and at least one combatant escaped off-table;
	Partial Failure = At least one combatant escape but you scored less VP than your opponent;
	Failure = You failed to escape any combatants off-table.
Setup:	The table should be crowded with plenty of screening and blocking terrain with any straight line from one point directly across to the other side marred by at least one item of terrain.
Deployment:	No shard begins deployed but arrives from opposite table edges in turn 1. During the first turn, as soon as an OD is allocated, its operative rolls a D5×6" and the operative comes on that many inches from their LH side edge.
Scenario Ends:	The scenario ends at the end of a turn when one side or the other has escaped all their shard members.
Special:	**Broken:** Broken troops regard their opposite table edge (i.e. their escaping table edge) as 'home' and the one towards which they should run.

SCENARIO 5: CROSSED WIRES
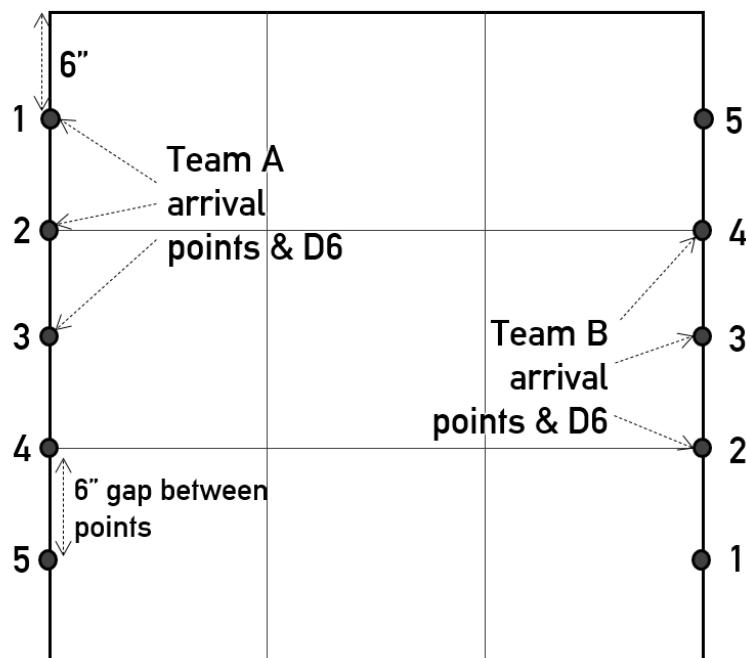
Scenario 6: Retrieval to the Transmat

A shuttle has been shot down whilst on re-entry over a neutral zone but the pilot managed to eject in a stasis pod. The pod is on the ground and is transmitting its location but is also broadcasting a transmat signal that blocks transmats into the area. You have to retrieve the pilot (either to rescue them or for interrogation), and either turn off the transmat block and take them to a nearby transmat or carry them to a position of safety where an emergency transmat can be dropped.

|	
Difficulty:	**Hard**
Points:	**200-360**
Combatants:	**4-8**
Objective:	Rescue the stasis pod and extract it to your HQ either via the transmat or via your entry point where another transmat will be dropped.
	Total Success = The stasis pod and its spacer is retrieved back to your own HQ;
	Partial Success = Neither team retrieved the stasis pod (unlikely);
	Partial Failure = The spacer ended up in your opponent's HQ;
	Failure = The spacer is destroyed.
Setup:	The table should be crowded with plenty of screening and blocking terrain especially blocking sightlines across the central diagonal. The downed spacer in their pod should be placed on the diagonal indicated and around 6"-10" in from the corner. In the opposite corner should be a 3" diameter transmat, the edges of which should be around 3"-5" in from each adjacent table edge.
Deployment:	No shard begins deployed but arrives within 5" from opposite corners at the end of adjacent table edges (see diagram).
Scenario Ends:	The scenario ends at the end of a turn when the down spacer has been transmatted to one shard or the other or the spacer is killed.
Special:	**Stasis pod:** This is an suspensored object that can captured as if a Broken captive. The pod itself has Res 10(12), Mv 5, Wounds 1 but has no Co. Once under control, the controlling operative can elect to either turn the transmat block on or off during their action, which excludes being forced Down. If the block is on at phase 2.i (turn end), the transmat will not work – see below.
	Using the transmat: The transmat can be triggered by a unit making a Rally action whilst on the active surface of the transmat. Whoever and whatever is on the transmat at the end of the turn in phase 2.i (prior to evaluating win conditions) is sent to the HQ of the last trooper to trigger the transmat this turn and is removed from play.

SCENARIO 6: RETRIEVAL TO THE TRANSMAT
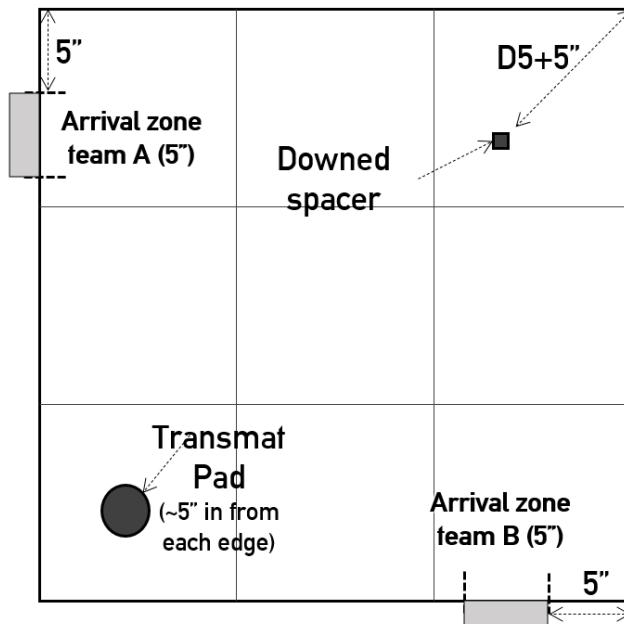
Scenario 7: Debris Search

An intelligence shuttle has broken up on re-entry and scattered debris over a wide area. Normally this would not be a problem, but amongst its cargo were data cores of critical interest to the IMTel. Two of these cores were transported – a master and backup – but you have intel on only one. Your mission? Retrieve at least one core and stop the enemy retrieving any at all.

|	
Difficulty:	**Hard**
Points:	**200-360**
Combatants:	**4-8**
Objective:	Find a critical data cores, extract it back to HQ, and prevent the enemy extracting the other off the table.
	Total Success = Your shard extracts at least one core and the enemy fails to extract the other;
	Partial Success = Both shards extract a core;
	Partial Failure = Both cores are destroyed;
	Failure = You fail to extract a core but your opponent extracts at least one core.
Setup:	The table should be crowded with plenty of screening and blocking terrain then imagine the table is split into 9 evenly-sized sectors. Each player needs three markers representing the cores, one of which is secretly marked (or its position noted) as the real core, the others as mere debris. In turn, each player places one of their own debris markers in one of their opponent's table edge sectors but not in impassable terrain (see diagram) and one in each sector. At the end of setup, each player will know the location of the data core they placed in one of their opponent's sectors, but not the location of the one in their own third, only that two are dummies.
Deployment:	Each shard arrives on turn one from the centre of their table edge (see diagram).
Scenario Ends:	… at the end of a turn when all the debris has been removed from the table or there are no operatives remaining that are able to retrieve the debris.
Special:	**Data cores:** These are easily-carried objects that offer no penalties to the operative carrying them. When on their own or dropped, they are Res 10 and Tiny targets but when carried cannot be targeted separately. To pick them up, see the *Capture* rules on p.19. Whether or not the object is a data core is not revealed until the model carrying the core exits the table along their own, middle table edge sector (that is 6" either side of their arrival point).

SCENARIO 7: SEARCH THE DEBRIS

Escape Zone Team A (12" wide)

Arrival point team A

Team B placed debris markers

Team A placed debris markers

Arrival point team B

Escape Zone Team B (12" wide)
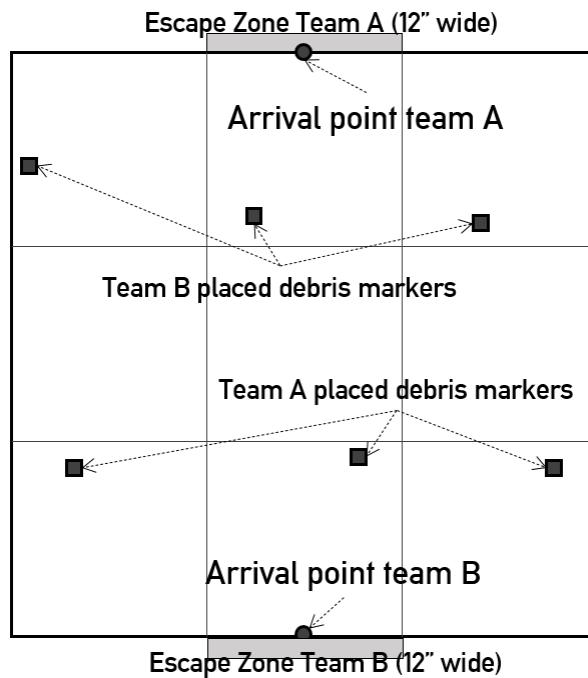
Scenario 8: Counterstrike

Your shard is a critical component of two brigade-sized forces battling for possession of a key mountain pass. The orbital situation is a stalemate and ortillery (orbital artillery) strikes are not possible, so long-ranged, ground-based artillery batteries are playing a vital role in the conflict. Despite many attempts, counter-battery fire is proving fruitless so a strike force is sent forward to take on the defences and its embedded Incision Shard provided with covering fire to destroy the artillery the old way: with explosives. The problem? The enemy anticipated the move and have embedded Incision Shards of their own amongst the artillery's defenders.

Difficulty:	**Varied.** Before the game, decide whether to play with one, two or three artillery objectives. The scenario is **Hard** for the attacker. With **one artillery pieces** the scenario is **Medium** for the defender; with **two artillery pieces** the scenario is **Easy** for the defender. **Off-table artillery fire** is not possible in this scenario.
Points:	**200-360**, faction-specific demolitions explosives allowed for free. The attackers should have around 25% more points than the defenders. Having a defending force with around 205-210 VP and attackers with around 260-265+ XP works well.
Combatants:	**4-8**
Objective:	For one shard (the attackers) to destroy the artillery; the other (the defenders) to prevent or limit such destruction. **Total Success** = For the attacker if they destroy all the artillery, and for the defender if they lose no artillery piece. If at any point the surviving defenders are Broken and unable to continue whilst the attackers still have operatives able to destroy the artillery, the game ends with a Total Success to the attackers and a Failure to the defenders (the attackers just mop up the remaining artillery). **Partial Success** = For the attackers if they destroy at least half the artillery pieces (e.g. 2 out of 3), and for the defenders if they lose half or less; **Partial Failure** = For the attackers if they destroy less than half the artillery (e.g. 1 out of 3), and for the defenders if they lose **more** than half (e.g. 2 out of 3); **Failure** = For the attacker if they fail to destroy a single artillery piece; for the defender if they lose all artillery pieces.
Setup:	Set up the table such that terrain affords cover to attackers or defenders. The attacker then decides on their own arrival edge. The defender then places the artillery pieces in their deployment zone, within 10" of the opposite table edge, each artillery base edge at least 10" from any other artillery and at least 3" from any table edge: terrain in which the artillery is placed should be clear for movement and should allow overhead should be easily normally traversable by its crew, but terrain may need to be shifted to place the artillery piece if there is no space to do so. If they wish, in front of each artillery piece and within their own deployment zone, the defender can set up one kinetic barrier of up to 6" long or have a batter buddy attached to the artillery piece.
Deployment:	The defenders deploy their shard before play in their deployment zone; each attacking operative arrives on turn 1 from anywhere along their own table edge.
Scenario Ends:	Immediately all the artillery is destroyed, or at the end of a turn when: at least 2/3 of the attackers are Broken, casualty or otherwise unable to continue the attack; or when all the remaining defenders are Broken or unable to continue the defence.
Special:	**Artillery Objectives**. As soon as the attacking shard was detected the key artillery personnel were evacuated, leaving the Incision Shard as the sole defenders of the battery. The artillery pieces (use x-howitzers, heavy bombardment crawlers or x-mortars) are Large, Res 13^S or 13 DP/AV5 and can be destroyed by gunfire or explosives. The artillery cannot fire on-table. 13^S indicates that a non-breaching weapon that fails to reduce the artillery Res to 10 or below has no effect. A weapon with the Breaching attribute reduces the weapon's DP as if striking a building. **Batter Buddies.** If using a batter buddy attached to an artillery piece instead of a kinetic barrier, the buddy must remain within 1" of the artillery piece to which it is assigned. The buddy can move and reposition its batter field immediately prior to the start of each turn (before phase 1.i). The buddy can go prone, if wished, and still project the batter field.

Scenario 8: Counterstrike, cont'd, and map.

This scenario is worth replaying simply with the attackers & defenders switching roles.
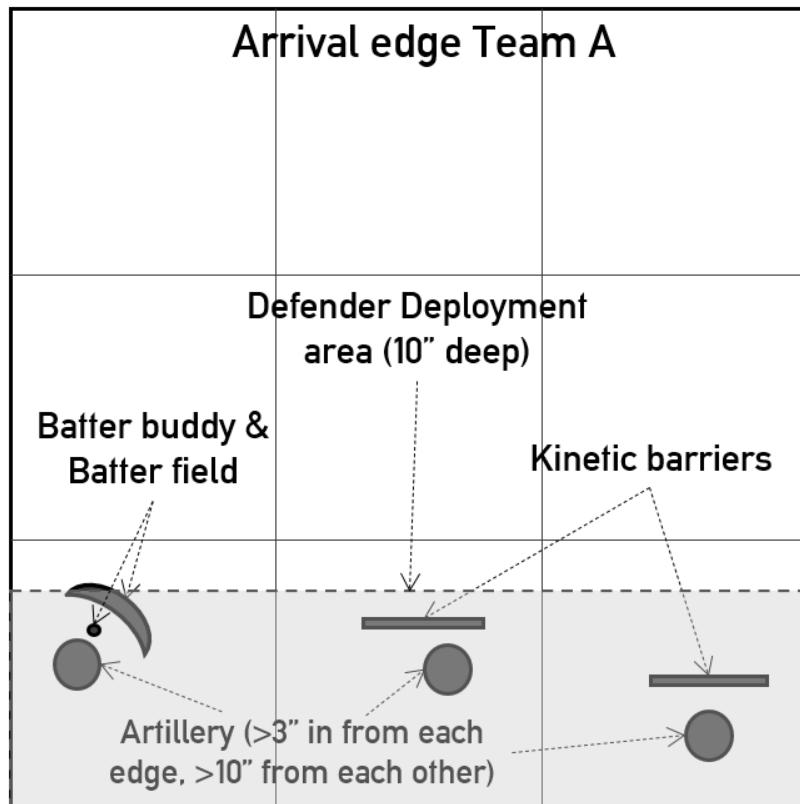
Scenario 9: Sabotage

A spy-drone returned in a bad state, weapon-fire scoring its surface, its power cells badly depleted. In a heroic last effort, it boosted high over the foothills to transmit its findings to your headquarters in the mountains: the location of a critical communications and shard locus has been determined. The locus is in a building and, for a brief period, high command can hold a window open in the deadly ortillery that has been a constant threat over the last few days. Your team is given one task: destroy the building.

Difficulty:	Medium.
	Off-table artillery fire is not possible in this scenario.
Points:	**160-240,** faction-specific demolitions explosives allowed for free.
Combatants:	**3-6**
Objective:	For one shard (the attackers) to destroy a command building; the other (the defenders) to prevent it!
	Total Success = For the attacker if they destroy the building, and for the defender if they prevent the building being destroyed. If at any point the surviving defenders are Broken and unable to continue whilst the attackers still have operatives able to use4 explosives, the game ends with a Total Success to the attackers and a Failure to the defenders.
	Partial Success = For the attackers if the destroy at least two walls of the building.
	Partial Failure = For the defenders if the attackers destroy two walls of the building.
	Failure = For the attacker if they destroy one wall or less of the building; for the defender if the building is largely intact (at least three walls standing).
Setup:	Set up the table such that terrain affords cover to attackers or defenders. The attacker then decides on their own arrival edge. The defender then places a building 4–6" square in the central sector on the opposite side of the table and at least 4" from their table edge.
Deployment:	The defenders deploy their shard before play begins in any of the three 12" sectors along their own edge; each attacking operative arrives on turn 1 from anywhere along their own table edge.
Scenario Ends:	When the building is destroyed, or: at the end of a turn when at least 2/3 of the attackers are Broken, casualty or otherwise unable to continue the attack; or when all the remaining defenders are Broken or unable to continue the defence.
Special:	**The Command Building**. The building is DP25/AV6 with each wall DP 10/AV6. The explosives rules should be checked carefully as the attackers can destroy two walls without causing the building to collapse but could also merely damage three or more walls and collapse the building anyway due to accumulated structural weakness.
	For example: The attackers could destroy two walls for a total of 20DP (10+10). This is less than the 25DP of the building so it still stands. Alternatively, they could damage three walls with 8, 8 and 9 DP and bring the building down (8+8+9=25DP) due to structural weakness.

SCENARIO 9: THAR SHE BLOWS!

Arrival edge Team A

Defender Deployment sectors

Control Building (>4"
from table edge, in
central sector)
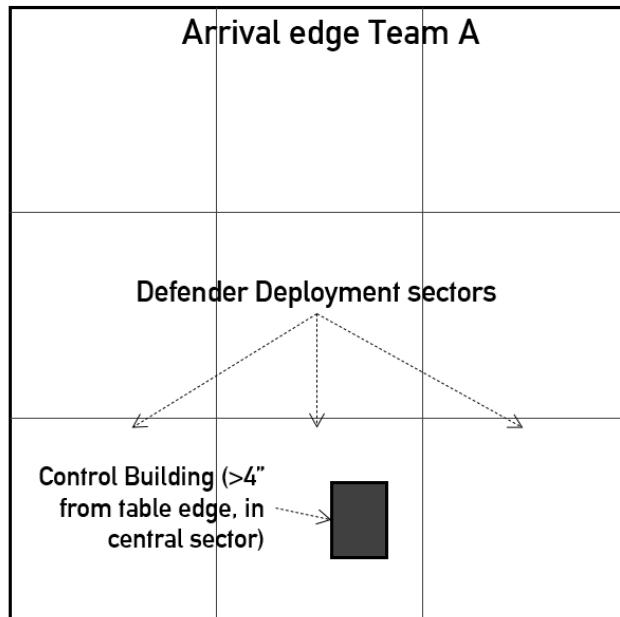
Standalone Scenario: Hunt the Drone

A drone has returned from a survey mission at a system near Chryseis. Though not your factions drone, the information it carries could be vital in containing the deadly Chryseis Shard – a nanosphere that is controlled by a single, malevolent machine intelligence. Unfortunately, yours is not the only faction who wishes to receive the drone.

This is a multi-player scenario that is great for introducing new players to the game or as a turn-up-and-roll-some-dice game at a club night or show.

Difficulty:	**Medium**
Points:	120-160, special
Combatants:	**2-4, 2 to 4 players,** standard troopers recommended
Objective:	Capture the drone and take it away to be analysed.
	Total Success = Your team captures the drone and extracts it off-table;
	Partial Failure = No team captures the drone;
	Failure = Another team extracts the drone.
Setup:	A 4' table works best with 4 people, though 3' could be used for 2 or 3 opponents. A good mix of terrain types should be scattered round the table ensure that line of fire to each deployment area from other deployment areas are blocked. A drone (a Concord C3D1 works well) should be placed in the centre.
Deployment:	Each player deploys their troops in the zones indicated, 5" from the corner. If only two teams are involved, have them come in from opposite corners.
Scenario Ends:	…when one team has taken the drone off the table or the only operatives left cannot capture or extract the drone (typically by being Broken).
Special:	**Infectious Nanosphere:** The survey drone has been infected and is spewing hostile, virus-like nanospore. IMTel dice, Countershard and Nano-Damp skills and capabilities cannot be used for the duration of this scenario.

Further, the Shard is particularly interested in equipment so any probe, gun drone or buddy within 3" at the end of its activation is immediately turned over to the control of the survey drone (replace the gun drones dice with one matching the survey drone: the gun drone then acts like the survey drone except it is not infectious).

Survey Drone/Captured Gun Drones: the drone does not wish to be captured as it has been infected with the Chryseis Shard. However, it is damaged, so is erratic. The drone has its own order dice and acts as follows when its dice is drawn:

- If within 10" of one or more operatives, will Advance away as far as possible from the operative and shoot at an operative randomly selected from those from whom it is retreating. It will not go closer to any other operative (ignoring gun drones).
- If further than 10" from an operative, it will perform a Rally if it has 3+ pins, else Advance towards its rendezvous point (the centre of the table) and shoot at a randomly selected operative (a D12 is useful).
- If on its rendezvous point, the drone performs a Rally if it has 3+ pins, else Fire-s at a randomly selected operative.

The drone can be captured by an operative moving adjacent to it at the end of their turn – the operative merely switches off the drone bar its suspensors! Once switched off, the drone cannot be switched on again.

Infected Survey Drone Stats

Infected Survey Drone	Pts	Mv	Ag	Acc	Str	Res	Init	Co(BT)	Wnd	Special
Milspec Survey Drone	–	6	6	5	2	8	6	8(4)	2	Drone, suspensored, plasma light support

Support Weapon		Effv	Long	Extr	Shots		H2H
Damaged Plasma Light Supp.	20	30	40	3×SV2	–		RF, PBS

STANDALONE SCENARIO: HUNT THE DRONE

5"

Deployment Zone team D

5"

Deployment Zone team A

Lost Drone

Deployment Zone team C

Deployment Zone team B

5"

5"
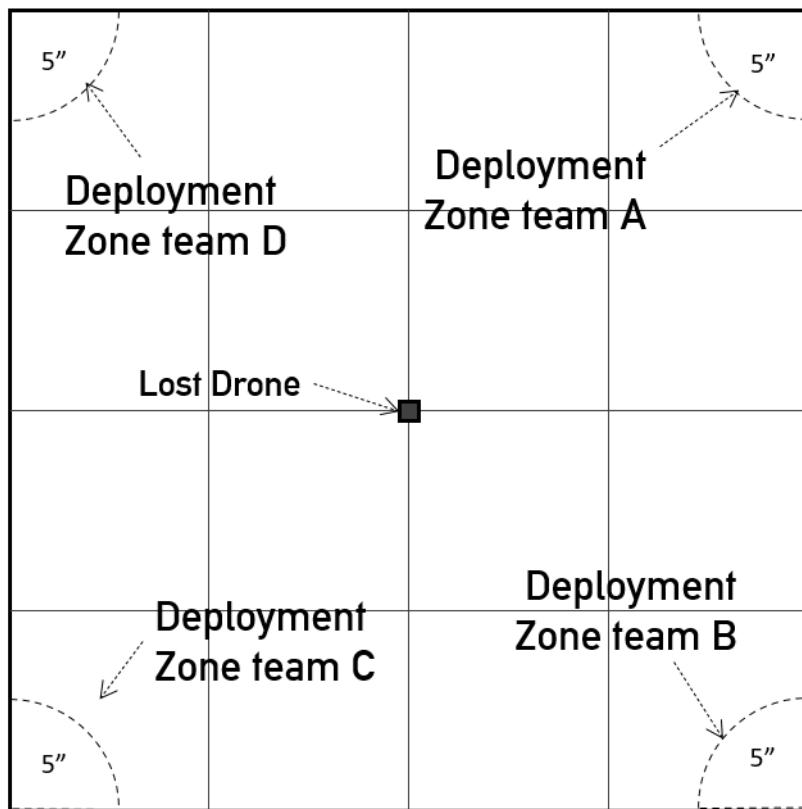
APPENDIX: ROSTER SHEETS

Below can be found a trio of tracking or roster sheets which can be used to track operative details during play and to record each operatives progression. *Permission granted to photocopy these pages for personal use.*

Roster sheets for the sample shards are provided separately, as is a quick reference and weapon reference.

Shard Roster Sheet

Shard Name:		Player:		XP After Setup	

Missions/Scenarios	Difficulty	Opponent	XP Earned	Shard XP Spent (and item)	XP Total

Shard Equipment	XP Cost	Shard Equipment	XP Cost	Shard Equipment	XP Cost

ROSTER

Rank and Name	Base XP	Initial Skills/Attributes (default Panhuman)	Accum'd XP	Unused XP	Acquired Skills (and XP)	Current XP

Mission/Scenario Continuation Sheet

Shard Name:			Player:		XP C/F	

Missions/Scenarios	Difficulty	Opponent	XP Earned	Shard XP Spent (and item)	XP Total

Operative/Game Tracking

| Shard Name: | | Player: | | XP After Setup | |

Shard/Player: _____   *Antares: Incision Shard Trooper Card*

Rank and Name _____   Points ____   Wounds ○○○

Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins
☐	☐	☐	☐	☐ ( )	☐	☐ ( )	○○○○○○○○○○○

Special _____

Weapons, Gear _____

Retrieved, Mission Notes _____

Shard/Player: _____   *Antares: Incision Shard Trooper Card*

Rank and Name _____   Points ____   Wounds ○○○

Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins
☐	☐	☐	☐	☐ ( )	☐	☐ ( )	○○○○○○○○○○○

Special _____

Weapons, Gear _____

Retrieved, Mission Notes _____

Shard/Player: _____   *Antares: Incision Shard Trooper Card*

Rank and Name _____   Points ____   Wounds ○○○

Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins
☐	☐	☐	☐	☐ ( )	☐	☐ ( )	○○○○○○○○○○○

Special _____

Weapons, Gear _____

Retrieved, Mission Notes _____

Shard/Player: _____   *Antares: Incision Shard Trooper Card*

Rank and Name _____   Points ____   Wounds ○○○

Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins
☐	☐	☐	☐	☐ ( )	☐	☐ ( )	○○○○○○○○○○○

Special _____

Weapons, Gear _____

Retrieved, Mission Notes _____

Shard/Player: _____   *Antares: Incision Shard Trooper Card*

Rank and Name _____   Points ____   Wounds ○○○

Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins
☐	☐	☐	☐	☐ ( )	☐	☐ ( )	○○○○○○○○○○○

Special _____

Weapons, Gear _____

Retrieved, Mission Notes _____

Shard/Player: _____   *Antares: Incision Shard Trooper Card*

Rank and Name _____   Points ____   Wounds ○○○

Mv	Ag	Acc	Str	Res	Init	Co/B-T	Pins
☐	☐	☐	☐	☐ ( )	☐	☐ ( )	○○○○○○○○○○○

Special _____

Weapons, Gear _____

Retrieved, Mission Notes _____