

G'REM LINK-AHT SOLO SCENARIOS

An unofficial pair of solo scenarios for the G'Rem Link-Aht day in lockdown by Tim Bancroft

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This document includes a pair of scenarios that can substitute for those on the CoViD-19 postponed Antares Day at Warlord Games HQ, May 2019. They are based in the same system and largely follow the same guidelines. For reference and for rules on carrying artefacts and handling transmats, check out the official G'Rem Link-Aht Games Day Player Pack at:

https://warlordgames.com/downloads/pdf/Antares_Day_2020-1_Player_Pack_1_4.pdf.

Phantom Rules

The phantoms of G'Rem Link-Aht are used in both the scenarios here, so rather than duplicate everything, rules for phantom are placed here.

Phantoms

Phantoms are initially markers representing a sensor blip. All phantom markers are placed as stated in the scenario and may move, as stated in the special scenario rules.

Phantoms are typically revealed when an opponent **assaults** them or moves within 10".

Sensor Phantoms

A revealed phantom marker may turn out to be a Sensor Phantom. Any markers revealed as a Sensor Phantoms should be removed and have its order dice put back into the bag at the end of the turn and repositioned next time it is drawn.

Hunter Drones (Gremlins)

The gremlins are drones of any source that have been subverted by the Link-Aht nanosphere and had their weapons or emitters converted to something it can use – a disruptor matrix. The drones are deadly, but predictable.

Additional order dice of a separate colour from the player's forces are required as **gremlin** dice.

When a gremlin dice is drawn, randomly select a gremlin to activate from those still yet to be activated. Use the 'Gremlin Orders' section to determine what the gremlin does and carry out the order as if the gremlin was any other unit.

Gremlin are classed as **beasts** as follows:

G'Rem Link-Aht hunter drone with disruptor matrix							
	Ag	Acc	Str	Res	Init	Co	Special
Beast	6	6	3	10	–	10	Link-Aht Mist
Link-Aht Mist: The drone exudes nanospore that baffles sensors and targeting. This acts as an all-round, personal batter shield (-2 Acc to hit, ignored by OH).							
Disruptor Matrix: Hand weapon							
		Sht	Lg	Extr	Dam	Spec	
Dis. Matrix	20	30	–	1xSV1Blast	D4, Disruptor		

Gremlin Orders

The Gremlins follow the sequence of orders as shown. Step down through the orders from 1 to 4 in sequence until you find one that is applicable.

- 1. RALLY** If the gremlin has 5 or more pins
 - 2. FIRE** A gremlin must be given a fire order if there is a target in range and LoS.
 - 3. ADVANCE** If a target can be reached by doing so, move up to 5" and shoot.
 - 4. RUN** Move 10" towards a target priority (see below) or Sprint 15" into an assault if a unit is within range.
- DOWN** A gremlin cannot be given a Down order (but may go Down – roll to recover as normal).

AMBUSH A gremlin will not use an Ambush.

Standard Target Priority

Gremlins or units following the Gremlin target priorities will attack or move towards **enemy** or objectives in the following order:

- Top priority is a unit on a transmat, gremlins inflicting two pins on both the unit and the transmat on a hit and splitting the blast.
- Second priority is a transmat.
- Third priority is any other unit in clear LoS.

All targets must be visible and in range. Probes are ignored.

Other Phantom units

The scenarios may call for non-gremlin units to be placed – effectively enemy units who have become as lost as those of the player's! When placed, they act as described.

Bearer units

These are infantry command or infantry units. They are also carrying an artefact (see the Games Day rules). Unless forced Down, they always Run towards the closest, undefended transmat (a transmat is defended if a gremlin or player unit is within 5" of it) and will not assault. On reaching a transmat, they Rally and attempt to evacuate.

Once all **Bearer Units** on the table have escaped with its artefact, all remaining Blocker and Defender Units act as Bearer units and try to escape (until another Bearer unit turns up).

Blocker units

Blockers are predominantly defensive, beast or infantry units, preferably with good Res or good assault capabilities. They can only be activated and move **after** any Bearer units have been moved. Blockers position themselves between the bearer unit and the closest enemy unit or gremlin and, if ranged infantry, shoot at that unit. If hand-to-hand infantry or beasts, or the enemy unit has two or more pins more than the Blocker unit, the blocker will assault that threatening unit, following up if necessary, but withdrawing after combat to block or hinder LoS or assault access to the bearer unit.

Defender units

Depending on what a player has available, these can be either light support weapon units, infantry or beast units. Their role is to hinder the player's advance and harass their units. Beast and assault units use the order priority: i) Rally as for gremlins; ii) Run (Assault); iii) Advance, and ignore Fire and Ambush orders. Otherwise, Defender units use the **Gremlin Order** sequence above and the target priority sequence to determine to where they Run (if they can't shoot).

1. WE ARE PHANTOM

Much to your small force's surprise, a small group of enemy unit is fleeing before you as if chased by a much larger force. It doesn't take much to realise the enemy is seeing many phantoms on their sensors. This is the perfect chance to take advantage of the situation and seize an artefact before it is evacuated off-world.

The problem is identifying which of the sensor blobs are enemy bearing the artefact, which are just enemy units and which are gremlins!

The Forces

Use from 3 to 5 infantry and support units (no vehicles) from a 500, 600 or 750 point selector. A unit of probes counts towards this total.

Three units makes for a challenging game, five for one a little more simple.

Set Up

If not equal sized, the table is played lengthways, the player setting up on a short table edge.

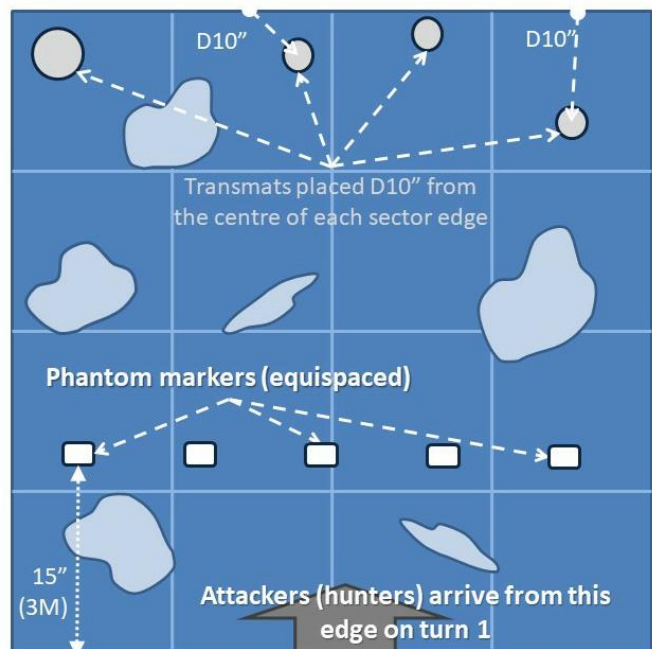
One transmat per foot wide sector (three for a 3' wide table, four for 4') is set up at one end of the table as shown. They are positioned D10" in a random direction from the centre of that sector edge – use the D10 as for OH shooting but reverse direction if the dice points off-table. No buildings should be present. Otherwise, terrain is set up as described in the core rulebook (*Antares*, p.138+).

Deployment

The player's forces come in anywhere along their base table edge on turn one, without testing to arrive as normal. It is worth bearing in mind that a unit cannot assault another when it first arrives on the table.

Five phantom markers are placed equidistant across the table, 3M" from the player's base table edge (see diagram).

Solo Scenario – We Are Phantom



Objective

To prevent the non-player units from evacuating via the transmats and to capture the artefact(s) from the Bearer units.

And additional objective (with additional turns) would be to

Game Duration

The game continues until six turns have elapsed or until all the non-player units have been evacuated or destroyed.

Special Rules

Moving Phantoms

Until revealed, Phantom markers **Run** towards the closest visible transmat at a normal 2M (10"). They avoid area terrain that will slow them down, but run over obstacles without making an Ag check. If possible, they will deviate from the direction to interpose LoS blocking or penalty terrain between them and the closest player unit (ignoring probes).

Revealing Phantoms

When the first non-probe, non-beast model comes within 10" of a phantom, the player must roll to determine what the chit actually represents. Roll D10, add the current turn and check on the table below. If a Bearer unit is selected and one is already

on the table, then it is just a Sensor Phantom (see Sensor Phantoms, above).

Result Phantom Marker is replaced with...

2	Sensor Phantom
3	Defender unit
4-5	Bearer unit (infantry/infantry command)
6-7	Blocker unit (beast, infantry)
8	Defender unit (support)
9	Sensor Phantom
10+	Gremlin

Having rolled, replace the phantom marker with the unit or gremlin specified. All units behave as above, so gremlins may inadvertently help the player as even the hunted units are considered enemy by gremlins.

2. THE PHANTOMS HUNT

Force Size: 400-750, table size 3'x3' to 4'x4'

On G'Rem Link-Aht, your force and its precious collection of artefacts is fleeing before the phantoms – the gremlins – some of whom turn out to be deadly drones controlled by the hostile nanosphere. Units disappear into the mist, falling to the deadly gremlins but also to friends and foe alike.

In a brief transmission window, you are sent co-ordinates of a settlement in which transmats have been located. Pursued by the gremlins, your forces must retreat off the planet before they are destroyed!

The Forces

Use from 3 to 7 units from a 500, 600 or 750 point selector. The number of units is matched by an equal number of phantom chits which may end up being gremlins or, if the player has the models, enemy units chasing the force!

The player will also need half as many (round down) artefacts as they have units. These should be allocated to units as they are deployed.

Set Up

If not equal sized, the table is played lengthways, the player setting up on a short table edge.

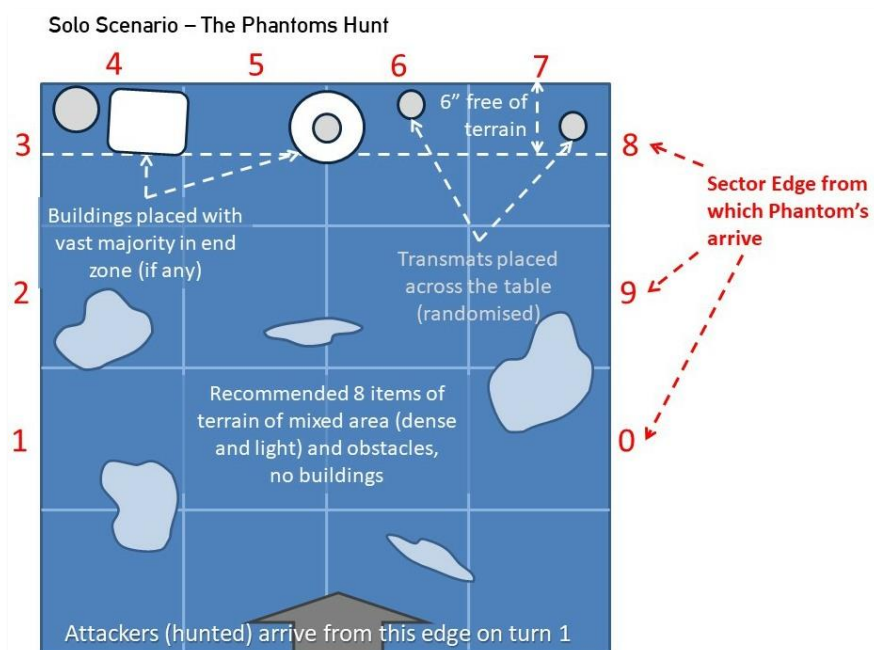
No terrain other than buildings is placed in the last 6" span and the overriding majority of such buildings must be within the last 6". These buildings may already have fully-functioning transmats as part of the model, such as a Boromite hab dome. No building with a transmat is placed outside this central area. Otherwise, terrain is set up as described in the core rulebook (*Antares*, p.138+). It is recommended that the only buildings (if any) are those in the escape or end zone.

A total of four transmats should be placed randomly across the last 6" of the table, the total including those already in the buildings. A maximum of two should be vehicle-capable. For a more difficult game, reduce the number of transmats.

Now randomly place phantom markers, rolling D10 to select the centre of a sector edge on which to place the marker. Place a dice in the bag for each phantom marker as well as for each friendly unit.

Deployment

No units are deployed or placed on the table at the start of the game, instead arriving anywhere on their own short table edge on turn 1. Phantom marker or gremlin/ enemy unit placement is resolved during play.



Objective

The objective is to escape as many artefacts and units as possible from the planet via transmat. The gremlins and enemy units will be attempting to prevent this!

Game Duration

The game is played until six turns have elapsed or until the last surviving friendly units have been destroyed or evacuated. Break points are ignored for this game.

Special Rules

Placing Phantoms

When a phantom dice is drawn, activate a phantom on the table. If there are no phantoms left to activate, randomly place a new phantom by rolling a D10, referring to the scenario diagram above, and placing the phantom 5" in from the centre of the 12" sector edge identified.

If your table is not 4'x4', divide each edge into four equal lengths and position them that way!

Moving Phantoms

Phantoms head towards the nearest player unit at a **Run** until they are within 20" and have a clear LoS to a player unit or are within 10" of such a unit without any clear LoS. They ignore and move round obscuring or slowing terrain (which might involve an interesting woozle chase!).

Revealing Phantoms

When the first non-probe, non-beast model comes within 10" of a phantom, the player must roll to determine what the chit actually represents. Roll D10, add the current turn and check on the table below. If a Bearer unit is selected and one is already on the table, then it is just a Sensor Phantom (see Sensor Phantoms, above).

Result Phantom Marker is replaced with...

2	Sensor Phantom
3-5	Defender unit
6-7	Sensor Phantom
8+	Gremlin

Having rolled, replace the phantom marker with the unit or gremlin specified, and they act as above until destroyed.

When a phantom marker is destroyed, place it back in the bag at the start of the next turn as it will re-appear as a new unit next turn!

Comments

The game can be made considerably more difficult by adding one or more phantom markers to the bag at the start of play.