Beyond Questions and Answers

This is the new Q&A for the Antares game and it's quite a long one because it contains not only the old Q&A and the new one (which starts at question 12) but I've also incorporated 'The Other FAQ' compiled from the forums and Facebook by Tim Bancroft. My thanks go to Tim and – of course – all those who raised the questions and made suggestions.

Rick Priestley

1. Large models can see over units of non-large (let's say smaller uh!) models – for example a Ghar Trooper can see over a unit of Ghar Outcasts. Can a large model see over smaller models that are part of its own unit?

Yes they can. The rule does refer to the situation where a unit of large models is drawing LOS over a unit of smaller models (it's on page 25) because that is the usual situation. However, where a unit comprises both large and smaller models the large models can 'see over' their smaller brethren and can be 'seen over' them as well. There aren't many units that mix sizes in his way. However, the obvious case is the Matronite Brood Mother with Hatchling Swarms.

2. Similarly to the above, can smaller models see over other smaller models in their own unit to target a large target? I.e. can they shoot 'through' their own unit members in such a case?

Yes they can. Models can always draw LOS over non-large models to shoot at a target that has the 'large' special rule. In these cases we imagine the target is sufficiently big that there is plenty of opportunity for the shooters to draw a LOS either over the heads of or past smaller models in the way.

3. If a MOD unit is obliged to go down for some reason do you take a dice from the dice bag or turn its current dice to down? This is covered for down results on the damage chart (page 37 of the Antares rulebook) but not specifically mentioned in other contexts.

Yes you would take an order dice out of the dice bag assuming the MOD unit has at least one order dice remaining to play. Obviously, if the unit is going down because you have given it a down order, or failed an order test, or if you are making a down reaction, then use the order dice you are playing as you would for any other unit. If the MOD unit is obliged to go down in other situations treat it exactly like any other unit – i.e. you draw an order dice from the dice bag if there is one still to play, and if the unit has used all its order dice you turn the current order to down.

4. Do large models get a reroll of hits when they go down?

They do if they are entitled to them as described on page 29. Infantry and weapon teams (and equivalent command and beast units) get this reroll bonus regardless of whether they are large or not. Of course – there are very few models that are both infantry and large – but Ghar Troopers are the notable exception and they do benefit from the reroll if down.

5. If a heavily armoured target is hit and suffers damage from Spiker Scrub (i.e. on the roll of a 10) does it take a pin?

Yes the unit would take a pin in that case, the Spiker Scrub is treated as a shooting attack with a strike value of 0 so a pin is only inflicted where damage is scored.

6. Can a large model with the Rapid Sprint rule make a sprint even if it doesn't have the Fast rule? Normally, large models are not allowed to sprint unless they are also fast.

Yes if a model has the Rapid Sprint rule then it is allowed to make a sprint or rapid sprint even if it is large and would normally be disqualified from sprinting.

7. Does a unit making a rapid sprint force rerolls to hit in the same way as a fast unit?

No it doesn't. Only units that have the fast rule benefit in this way. Although units making a rapid sprint might be making a speedy dash compared to their normal speed, units with the fast rule are generally very agile, rapid and manoeuvrable and this is why they get the bonus. I.e. they are not just moving quickly but also weaving, ducking and diving and presenting a difficult target.

8. If the Ghar distort dice is drawn and the next order dice is for a Ghar unit (which means the dice must be used to give a down order) can the order be used to activate a Plasma Dump?

Yes it can. The Plasma Dump can only be activated by giving the unit a Down order. The order dice following the draw of the distort dice can only be used to give a Down order, but in all respects it's treated the same as if you had chosen to give a Down order to the unit.

9. If the Ghar distort dice is the last dice drawn from the bag does it affect the first order dice drawn in the following turn?

Yes it does – the distort dice means that the next order dice drawn must be used to give a Down order. So if the distort dice is drawn last in a turn it will affect the first dice drawn in the following turn. However, should the distort dice be drawn last in one turn and then first in the next (i.e. twice in a row) only the next order dice drawn is affected – not the next two! Note – I have never seen this happen – but there's a first time for everything.

10. If an Algoryn AI unit is given slingnet and/or overload ammunition as an upgrade, is the +5pts paid for every model in the unit or just for those models armed with micro-x launchers or x-slings. Also, can I choose to so equip some members of the units but not others, or is it necessary to upgrade all models that can be upgraded?

If you upgrade the unit you must give the special ammo type to all the unit's models able to make use of it, and you pay the points for the models you so equip. So, if you have a five-man unit with the leader armed with an x-sling and one trooper armed with a micro-x launcher you pay 10pts and both models carry the special ammo. Note this is the same as for grenades – for example – you pay per man but must give the entire unit grenades; with the special ammo types the only difference is that only a proportion of the unit's models are equipped with weapons able to fire them.

11. Slingnet ammo specifically doesn't affect heavily armoured targets, is the same true of net ammo, and in both cases how do you define 'heavily armoured' as neither type of ammo has a strike value (SV).

The exception only applies to slingnet. Slingnet is a kind of low-intensity version of the suspensor net that doesn't affect larger and more powerful targets. All targets with a Res of 11+ once SV has been taken into account are heavily armoured – so although slingnet has no SV any target with a Res value of 11 or more is 'heavily armoured' and therefore immune. Net ammo, on the other hand, affects all targets whether heavily armoured or not, and is therefore equally useful against vehicles, Ghar troopers, Brood Mothers, etc.

12. Can a weapon drone position itself so that it is out of sight of an enemy whilst leaving its own weapon positioned to shoot? For example, by positioning a drone behind a corner so that its own centre is obscured (making it impossible to draw LOS to the drone) but its side-mounted weapon is sticking out and therefore is able to draw LOS to the target.

There is no intention that a weapon drone should be able to 'hide' in such a way and still be able to draw a LOS to a target to shoot. Although a weapon drone needs LOS from its weapon to shoot at a target it also needs to be able to draw LOS from its own centre in the same way as infantry. In this respect it is like a weapon team, where it is necessary for both the weapon to be able to draw LOS to the target and for at least one crewman to be able to see.

13. What happens if the Ghar distort dice is drawn and the following order dice drawn can only be allocated to a unit that can't go down – for example if the only unactuated unit on that side were a unit of probes?

If it's impossible to allocate the distort dice because none of the units on that side can receive a Down order, then the distort dice has **no effect**. Place the distort dice aside and return it to the dice bag at the **turn end phase** as you normally would.

Important! Units of probes can't go down because they can only be allocated a Run order, but there are other situations where units that have yet to receive orders can't be given Down orders. Units that are off-table and waiting to enter the game cannot be given Down order, for example, because they can only be given Run or Advance orders. Units currently being transported cannot be given Down orders either, because they can only be given a Rally order inside a transport, or they can be given a Run or Advance order if they wish to leave the transport. Units might also be temporarily incapacitated or restricted due to some special rule, or a rule associated with a scenario, which prevents them making a Down order. In any case, the rule is that units which can't be given down orders cannot be effected by the distort dice, and if this means no units are effected the distort dice is ignored.

Why this is so...

I have noticed that some players allow distort dice to be played on units that are off-table in situations where it is impossible for a unit that is on the table to go down. This is – strictly speaking – incorrect. Off-table units waiting to enter the battle **must** be given Run or Advance orders, and if they fail an order test they don't go down. Allowing the distort dice to be played on these units opens up a can of worms! Whilst seemingly a good idea, it means you have to track the 'down' status of a unit that isn't in play. It also stops units entering the table, which isn't necessarily a good thing from the point of view of game play or scenario balance. Allowing off-table units that can't normally go down to be effected also calls into question the status of other units already in play and which have conditional restrictions on the kind of orders they can receive. This most commonly applies to transported units. I've seen players improvise rules around this, for example allowing transported units to take the distort dice – which then reverts to a Rally order because that is the only order allowed to a transported unit. This is either an unintended way of avoiding the distort dice or, if there are no other units that can go down, a long-winded way of getting to the same place as the basic rule.

So – to keep the logic of the game clean and unequivocal in all cases – just apply the basic rule. If there are no units that can be given a Down order the distort dice has no effect.

14. Do I have to nominate a target unit before I measure? Page 6 of the rulebook says I have to declare what I am going to do before measuring anything – but the Shooting rules only allow a target to be selected if it's within range?

Shooters should nominate a target before measuring as a general rule to conform to the principle that players should say what they are doing before they measure. However, there are a few cases where a player has to measure to establish whether an order is allowed in the first place. This is most obviously the case with reactions, where units have different order options at different distances. When you have to do this, it is best to explain what you are doing to your opponent, just to be polite. In cases where a player shoots and the declared target is simply out of range then the shots just don't hit – the player has wasted his unit's shooting.

However, **if both players agree**, it's perfectly acceptable to allow shooters to measure before fixing a target so long as the player has declared an intention to shoot and placed the order dice by the unit. Some players prefer to play this way so that they don't waste any shots, although overall this will tend to work to the advantage of armies that have short ranged weaponry. If you do decide to allow pre-measuring for targets, bear in mind this doesn't give a player carte blanche to measure freely over the entire table! The player still has to shoot at the unit measured to if it is within range. We'd also discourage players from attempting shots that are obviously out of range to sneakily make an important measurement! But we don't know anyone who would do that... obviously ☺.

15. Does the distort dice go in the bag when playing Ghar even if there are no Ghar on the table? This can be the case at the start of some scenarios, for example.

The distort dice should go in the bag for the Ghar army even if no Ghar are on the table, and even if there are no Ghar dice in the dice bag for that turn. **Unless** the scenario itself specifies otherwise, of course!

16. If Ghar are playing Ghar do you include one distort dice or two?

Generally speaking you include just one distort dice even where Ghar are playing Ghar. Narrative type scenarios can sometimes override this general rule by allowing more or fewer dice, or randomising the number of dice in play, but for matched style games a single dice is enough. However, if both players agree you can always play with two (or more!) distort dice if you want.

17. Can I use a 'Block!' Army option to return an order dice to the dice bag after the distort dice has been drawn – and if so what happens to the distort dice?

Yes you can. As a general rule, whenever a pulled order dice is either returned to the bag, swapped for another dice from the bag, or taken out of game play altogether, either temporarily or permanently, then that dice is **not** considered to have been drawn for purposes of resolving the effects of 'trigger dice'. This is true of the Ghar distort dice, but also of any dice that is used as a trigger, such as the Xilos creature dice in the Tunnels scenario of the Battle for Xilos. When this happens, the trigger dice will affect the **next** order dice drawn. So, in the case of the distort dice, you can 'Block!' the

order dice pulled from the bag, return it to the bag, and the distort dice will affect the next order dice drawn instead.

18. Can a Res roll of a 10 be rerolled?

If the model is entitled to a reroll of a failed Res roll then it can reroll the 10 – yes. For example, a model with the leader ability can reroll a failed Res. You are probably confusing the Res roll with the Acc roll 'to hit', where a roll of a 10 cannot be rerolled.

19. If order dice are included for off-table units at the start of the turn, do I have to bring those units onto the table that turn or can they be deferred until a following turn.

You only include order dice in the dice bag for off-table units you intend to bring on that turn, and you must either bring them on or make the necessary test to bring them on that turn.

20. Do I have to designate which units are in transport vehicles if those units start the game off-table? And can the units being carried get out of their transports and try to enter the table on foot instead?

At the start of the game you should either openly indicate which units are being carried by which transporters, or – if you prefer – secretly note down which units are being carried by which vehicles so you can reveal each transporter's contents as necessary. Units carried by transports can only enter the table in their transports; they cannot leave their carriers 'off-table' and try to enter on foot. Once you have placed units inside vehicles they are effectively 'deployed' and will enter play together with their transporters.

21. If a transport vehicle moves onto the table can a unit it is carrying exit the vehicle and launch an assault on the enemy in the same turn?

Yes it can, because the unit that is making the assault begins its action already on the table. Units cannot use an order to enter the table and make an assault, but in this case the assaulting unit is already on the table when the order is given.

22. If a unit includes gun drones, what happens in situations where the gun drones have LOS to the target but the unit's troopers do not? Also, if the enemy does not have LOS to the unit's troops, but does have LOS to the gun drones can it shoot at them? The question arises because gun drones are not eligible targets because they are buddy drones, but they do draw LOS to the target to shoot.

Yes thanks for pointing this out, it isn't entirely clear in the rulebook and I'll add an errata. In cases where only the gun drones have LOS, and the members of the unit itself do not have LOS, the gun drones can't shoot. Gun drones add their fire to that of their parent unit, but like all buddy drones they are 'equipment' and not members of the unit. What makes gun drones an exception to the normal buddy drone rules is that they need individual LOS to shoot in the same way as do troopers. That means you have to be able to draw LOS from a gun drone to at least one model in the target for it to shoot. The parent unit itself still needs LOS to the target. Range is measured from a member of the unit in the normal way, and not from a gun drone even if it is nearer. If gun drones have LOS but the unit itself doesn't, then the gun drones can't shoot on their own. If enemy have LOS to a gun

drone but not to the unit, then the enemy can't target the unit and can't affect the gun drone, i.e. the same for any buddy drone.

23. Can you reposition buddy drones if the unit does not move?

You can reposition buddy drones when the unit moves, irrespective of whether that's a move resulting from an order, reaction or some other means such as a post combat move. In the case of a batter drone you can also reposition the drone (and its shield) when the unit receives an order even if this does not involve a move. Note that this is an exception for batter drones designed to allow vehicles or weapon teams to adjust their shields whilst keeping up a Fire action. You can also move a buddy drone if its parent unit receives a Run or Advance order but does not physically move, for example if it fails an Agility test that prevents it from moving. In summary, move the unit and move the drone as part of it as this enables the drone to keep formation at all times.

24. When you assault, do you get to fire your guns as the assaulter even though you are running/sprinting and, as the defender, even if you already have an order dice?

Yes, both sides shoot closing fire assuming they are armed with weapons that enable them to do so. The unit being assaulted can still shoot if it has an order. The unit making the assault can still shoot if it has run/sprinted. Often this exchange of fire is enough to settle the assault without hand-to-hand fighting taking place at all.

25. What happens when a unit has multiple movement modes and wants to assault?

The unit has to maintain formation. The speed of the fastest model will be constrained by the speed of the slowest and it can't break its formation even during an assault.

26. If a unit with multiple slingnet ammo weapons scores multiple hits with slingnet, can it add more than 2 pins to the target?

No, it's just an extra +1 pin from the shooting of a single unit regardless of how many hits are inflicted from slingnet. Having more shots increases your chance of hitting and scoring the extra pin, but it doesn't score more pins.

27. When are Vorpal Charges activated?

When the unit is given the order dice the Vorpal Charge moves and only then does the unit take its action.

28. How does Plasma Dumps affect probes?

It does depend on whether we are talking about one unit of probes or several units. However, for the sake of consistency we apply the basic rule that each unit within 5" of the Ghar unit making the Plasma Dump is hit. If it helps, think of the plasma dump as a 'free shot' that scores D6 hits on every unit within range. Friend or foe!

The easiest thing to start with is to consider a unit of probes, scattered over the tabletop, with only one probe within the 5" range of the Plasma Dump and the rest of the unit miles away, perhaps on the other side of the table. In this case the probe unit is within range, but only the individual probe that is within range can be effected, so it takes D6 hits.

Now let's consider a situation where the same unit has two or more probes that are clustered around an enemy unit. For example, two or three targeter probes all clustered around the Ghar unit itself. In these situations shots at the probe unit would normally be distributed amongst all the probes clustered around the same enemy unit, i.e. we treat the probes as a single target. If any of the probes are within the 5" range of the Plasma Dump, then the unit takes D6 hits, and these are distributed among all the probes that are clustered around the same enemy, exactly as you would for shooting. Note that individual probes might be outside the Dump range, but remember the same might be equally true for a unit of infantry caught by the Plasma Dump, and in both cases the D6 hits are distributed throughout the unit.

It is possible to have a situation where probes from the same unit are positioned in formation, which is to say within 1" of each other, even though probes are free to move as individuals. If this is the case, the Plasma Dump will affect the unit if any probes are within the 5" range of the plasma dump; the unit takes D6 hits, and these are distributed throughout the unit's formation. It's not usual to have probes in formation like this, of course, but we have to accept the possibility to answer the question fully.

Now, let's consider situations where there are probes from two or more units within the 5" range of the Plasma Dump. In these cases just consider each unit one at a time and apply the same principles as described above for a single unit. So, if there are two probes within 5", and they come from different units, and they are both miles from the other probes in their respective units, then each probe takes D6 hits. Roll a D6 to determine how many hits the first probe takes. Roll a D6 to determine how many hits the second probe takes. It would be the same if there were two infantry units of one model each within 5" of the Plasma Dump, or mounted units, or any units, of course.

I'm not going to repeat the process for combinations of units with some units either in formation or clustered around the same enemy. Suffice to say, just consider each unit one at a time, rolling D6 hits for each and distributing any hits scored as already described.

29. What if I don't want to give a unit an order?

You don't get the choice I'm afraid – you have to give the unit an order where possible! You can always give a unit an order such as Fire and then not shoot, or Run or Advance and not move, but either way the unit is still considered to be making the action that corresponds to the order given to it. The easiest way to 'pass' with a unit is to give it a Rally order, like you do with transported units that want to remain inside their transports.