

Antares Day 2020 - I 16th May 2020

'The Phantoms of G'rem Link-Aht'

A one-day mini-campaign for *Beyond the Gates of Antares*

Players' Pack

The instability of the Antarean gates continues. A collapse may have been triggered by the Isorian's chronophasic device, but no faction yet knows how to prevent the disaster. Now, every faction's Yu Hamnu artefacts point to the infamous but ancient system of G'Rem. Just what is Yu Hamnu trying to say?

G'Rem is denuded of resources, its planets bare and inhospitable bar one in a wildly eccentric orbit: Link-Aht. The planet is an ancient, post-Builder construct known for its many, tempting artefacts – some real, some fake. The planet's oft-times enticing and wildly varying climatic zones are frequently masked by enigmatic, swirling mists.

But Link-Aht is a trap, its mists a nanosphere playing havoc with the minds and technology of those trapped upon its surface. Explorers rarely return, and those who do often find their promising artefacts are nothing but intricate, nonsensical contraptions. But success brings rewards: it may be a high risk endeavour, but each faction – each shard – feels they had no choice but to attempt the search.

After retrieving a handful of artefacts, your search parties seek to evacuate the planet. But your combat shards are registering phantom foes all around. Worse, after destroying all the landers, Link-Aht's drones now scour the surface, destroying transmat pads wherever they may be found. You know not which of the suddenly appearing sensor targets are phantom or real, or which are out to destroy you.

It is every shard for itself: evacuate or be doomed to remain on Link-Aht forever!

Armies: Over three games, players will need a 1250 point army but using the 1000-point Combat force selector. On game one, only 750 points of this army are on the table and these are reinforced on game two and three. It may be possible for players with fewer models to borrow reinforcements from the organiser.



WHAT IS AN ANTAIRES DAY?

This is a games day in which the objective is simply to play some great games with others who love Antares! It is a chance to get together in a friendly atmosphere, have fun, explore new challenges in the form of different environments or scenarios, talk to the game designers about what they do and what they're doing, and meet the Antares creator and author Mr Rick Priestley.

There is a painting competition for the best army in use, a prize for the player-voted best gamer and a prize for the army who recovered and rescued the most units and artefacts. And the shop will be open too. That's a lot in one day!

The day features a free-for-all mini-campaign – but with a twist: story development is based on faction success. Players are to bring a 1250-point army but using the 1000-point Combat Force selector (plenty of room for upgrades!). The scenarios are linked, the aim being for each force to evacuate its units and artefacts off-planet. As players go through the scenarios, they will find asymmetric forces being fielded as players lose or evacuate units into orbit.

As previously, we're planning for events to be taking place around the world, with all the local results feeding into one, global, Antares Day result table.

There'll be plenty of help on hand, though we find newcomers are surprised at the level of help and support they receive from existing, experienced players. Warlord's Antares Co-Ordinator, Tim Bancroft, will be around as a referee and to field questions.

The scenarios form a mini-campaign based around the recovery of artefacts that might save the Seventh Age Collapse. It is the retrieval and evacuation of these artefacts and your forces that are the challenge. Your force retains artefacts and un-evacuated units from round to round, but can lose those artefacts to the opposition – so take great care of your spoils!

There is a final draw by faction to see has discovered the real artefact(s) – and the results are pooled across the world to show an overall most successful faction. The odds of success are directly related to the number of artefacts retrieved – so a careful balance has to be maintained to not damage your own faction too much whilst ensuring your own success!

CONTENTS

- What is an Antares Day?..... 2**
- Practical Matters (& Deadlines!)..... 3**
- Details 4**
 - What to bring 4
 - Schedule..... 4
 - Forces and Games 4
- Rules & Selection Limitations 6**
 - Probe shards 6
 - Ghar Weapon Teams..... 6
 - Freeborn Feral (Mhagris) Soma Grafts..... 6
 - Rules & Weapon Adjustments 6
 - Dismounts & Discards 6
- Special Scenario Rules 7**
 - Lost and Evacuated Units 7
 - Transmats..... 7
 - Artefacts..... 7
- Scenario 1 – Initial Evacuation 8**
- Scenario 2 – Mixed Blessings 9**
 - Special Rules..... 10
 - Designers Note 10
- Scenario 3 – Phantoms in the Mist 11**
 - Special Rules..... 12
 - Designer's Note on Gremlins 12

Version Tracking

1.3 Scenario 2 & 3 done/tested; 2019 changed to 2020!



PRACTICAL MATTERS (& DEADLINES!)

Antares mugs will be available from the shop.

Correct Army List Bonus Deadline

Lists must be submitted by Midnight BST, **Friday 8th May 2020** to:

antares@warlordgames.com

A bonus VP will be awarded for lists that are correct and confirmed to be so **by** this date and time!

Meet & Register

09:00-09:20, Saturday 16th May 2020.

The Antares Day is held in the Marcus Garvey Ballroom, upstairs at:

Lenton Business Centre,
Lenton Boulevard,
Nottingham,
NG7 2BD,
United Kingdom.

Food & Drink

There are shops within walking distance, as well as a coffee and snack bar on the Lenton campus which will be open until around mid-day. Water and drinks will be available, and feel free to bring your own lunch.



Contact

The Warlord contact webpage is: <https://store.warlordgames.com/pages/contact/>

You can contact us on the Warlord main number, 0115 978 4495, or via email at antares@warlordgames.com.

Directions

A great set of directions can be found here, as the entrance is right next to the store:

<https://www.warlordgames.com/warlord-games-hq-store/>.

DETAILS

WHAT TO BRING

You will need two small forces complying with the special event rules below. These must be sent to the organisers before the event. A copy of the rules, plus dice, templates, rulers, pin markers and damage markers, would all be useful.

Loan Forces

There are a limited number of forces available for loan on the day for those with no armies or insufficient reinforcements of their own. If you have no Antares models, or only a few, contact us **before** the event so we can see if we can organise an army or additional units for you. Whilst we have units from all of the factions, we have to stress that the number of forces available are not infinite so we cannot guarantee there will be one available in the faction you prefer. We will be as helpful as we can – just get in touch.

SCHEDULE

Times are variable depending on how quickly games are finished.

Registration and Welcome – 9:00-9:20

The organisers will be present from 9am onwards. Come in and say hello, have a cuppa, look at the tables, chat and chill. You could even start playing if both you and your opponent turns up early!

Briefing – 09:20

What to expect and what will be happening throughout the day. Terrain definitions are on the tables themselves!

Scenario 1 – 09:30-11:45

Q&A and Lunch – 12:00 – 12:30

Talk about Antares and where it's going.

Scenario 2 – 12:45-15:00

Scenario 3 – 15:15-17:30

Prizegiving – 17:45-18:00

FORCES AND GAMES

Each player chooses a faction and must select a 1250 point army from that faction's **1000-point Combat Force selector**.

Up to 750 points of that army must be declared for use in the first game, leaving the rest for use as reinforcements in subsequent games. If you're using an army builder tool, this can just be done as an addenda to your email or by ordering the units so the 750 is first (and/or rename units appropriately – but please don't send us a complete output from such a tool, just a summary),

Lists must comply with the primary faction selector in the latest version of the Army Lists, available free on the Nexus at:

<https://www.gatesofantares.com/pdf-army-lists/>.

Privateers from *The Dronescore Returns* and the **Tsan Ra** selector from the online Isorian list are also permitted: other variant lists cannot be used.

Any of the lists can employ Mercenaries and Characters, but not Builder Artefacts. Mercenaries can be from the Freeborn Adventurers and Boromite Clans in *The Battle for Xilos* or the *Mercenaries for Hire* lists – but note that the Mercenary rules still apply!

Game Mix & Strategy

The games are all in the open, so there are no restrictions on weapon usage. The scenarios involve escaping off the table objective markers.

The strategic element is that players carry over surviving forces from previous games, bringing in replacement units from their list to make up for any lost or evacuated *order dice*. This means that games may end up being between asymmetric forces and that there may be a need to *not* safely evacuate units to make sure you have enough to stop your opponent's evacuation in the last game!

Victory Points

For all games, VPs are accumulated and scored as follows. After each game, VPs are totalled and a running score maintained at an individual and faction level.

Success Criteria	Victory Points Earned
For each artefact retrieved to a player's own ship at the end of the game.	+2 VP
For each 10% of a player's total order dice evacuated to their own ship.	+1 VP

Example: For a 12-dice army, 0 VP is earned for the first order dice evacuated (~8.3%) but 2xVP when two more are evacuated (3 = 25% of 12 dice).

The player with the most VPs after the final game is the overall winner.

A faction total of artefacts retrieved and VPs is also maintained to determine which faction gains the advantage in controlling the future of Antares.

After all results are in, a draw will be made to determine which faction retrieved the critical artefact. Entries in the draw are by artefacts retrieved: the more your own faction collects, the greater chance it will retrieve the technology!

Lost/Evacuated Units

Players should note on their army lists which units were lost or evacuated as they cannot use them again. The scoresheets should also record the number of order dice evacuated from each game

Figures/Models

It's easier for everyone if models reflect what they actually are, though we are aware that there are some combinations that are not available. We'd also like to see all the models painted and there is a Faction Point for having a fully-painted army. We delight in seeing innovative conversions – indeed, some units beg for some imaginative treatment, especially Ferals, Misgenics, Boromite Haulers and Freeborn transports.

We're also quite happy to see the Character models substituted in for other figures of the appropriate type. Jai Galeyou, for example, makes a great NuHu, Arran Gestalin a great locomite commander and Taras Kalemon a wonderful Freeborn captain!

RULES & SELECTION LIMITATIONS

There are a few special limitations on units for this event in order to speed and balance play. All other selector limitations in the PDF Army Lists still apply.

PROBE SHARDS

There can only be a single probe shard order dice for each type of probe: this activates all the probes of that type. For example, paying for two squads of targeter probes (40 points, 8 probes, 2 units) will result in only 1 unit of 8 probes activated by a single order dice.

G'GAR WEAPON TEAMS

G'gar Rebel Weapon Teams must be attached to Black Guard Infantry squads and cannot appear as individual squads. In effect, the Black Guard Infantry gain the following **Options** entry:

- Add 1 Rebel Weapon Team @25pts (can be upgraded with differing weapons options; unit becomes a mixed infantry + weapon team unit)

G'gar Empire Outcast Weapon Teams must be attached to Outcast Infantry squads as normal upgrades and cannot appear as separate squads. G'gar Exile weapon team numbers are already limited by their support status so are unaffected.

FREEBORN FERAL (MHAGRIS) SOMA GRAFTS

Soma Graft equipped units (p.121) that fail *any* Initiative or Co-based test on a 10 will go out of control, not just on an Order test. This could happen part-way through an action: if so, just mark the result and make sure the next order is generated randomly as is normal for soma grafts.

RULES & WEAPON ADJUSTMENTS

In addition to the above, for this Antares Day we have the following rule adjustments.

Weapon Changes

- The fixed Res for support weapons is removed:
 - Light Support Weapons** have a Res of 11;
 - Heavy Weapons** a Res of 13.
 This can be reduced by the SV of the shot allocated to the weapon.
- **G'gar Plasma Claws** fitted to Assault Troopers have a fixed SV of 5 (1 Attack SV 5).
- **G'gar Battle Claws** fitted to Battle Troopers gain a fixed SV of 2 (1 Attack SV 2).
- **G'gar Gouger Guns** have a minimum range of 5" as opposed to 10".
- **Twin Mag Light Support** weapons are classed as **Mag Heavy Support** weapons (RF5, SV3, Fire order only).

Shooting

The following changes are made to shooting or PBS:

- Light Support or Heavy weapons that are obviously intended to be for squad support (i.e. RF weapons) can fire in point blank shooting. This includes **mag light support, mag heavy support, Virai flamer array** in stutter mode and **plasma light support** weapons.
- All Rapid Fire (RF) shooting is at **-1 Acc** (irrespective of range).
- **RF** weapons may elect to shoot just one shot and so forego this penalty.

DISMOUNTS & DISCARDS

Dismounted units can dismount as weapon teams with their support weapon or infantry, without the weapon. Weapon team units may discard their support or heavy weapon to become infantry.

SPECIAL SCENARIO RULES

LOST AND EVACUATED UNITS

- A unit and its order dice is **Evacuated** if it is transmatted to its own orbiting ship and counts towards the evacuation VPs.
- Units are counted as **Lost** if they fall casualty, whether due to models being killed or to failing a Break Test and being removed from the table.
- If a unit or model is incidentally transmatted to an enemy unit's ship (see below, even of the same faction), it is captured and **Lost**. Neither it nor any artefacts it carries count towards the owning player's total.
- Surviving units – those that are neither **Lost** nor **Evacuated** – form the core of the player's army in the next game, supplement by reinforcements from the player's list (see games 2 and 3).

TRANSMATS

Transmats are dropped onto a planet surface using hyperlight envelopes or drop units. All can be reprogrammed to transmat to a faction's own spaceship. The Ghar and Virai have captured a receiving disc and are using that for the evacuation.

- A transmat is activated by a non-beast, non-probe model whose centre is on the transmat disc. Its unit makes a **Rally order test**, checking Co even if it has no pins, with a penalty of -2 for **each pin** on the transmat.
- On success, all models whose centre is on or within 3" of the edge of the disc are sent to the Rally-ing unit's ship. If models other than equipment or buddies are left behind, the unit is neither Lost nor Evacuated.
- On success or failure, remove a pin from the transmat
- Transmats of size 3" or less are too small to transmat a vehicle.
- A vehicle is shattered on being transmatted as it is just the machine intelligence or a couple of crew that are sent. Other units in transports cannot be transmatted or operate the disc: if

their transport operates the disc, it counts as if destroyed and they take damage accordingly (see p.96, BtGoA).

- A transmat can be shot at, including with net or slingnet. It does not suffer damage but acquires pins as for other units shot at. Transmats can take up to 4 pins before being completely destroyed. Their effective stats are:

Disc Transmat						
Ag	Ac	Str	Res	Init	Co	Special
-	-	-	10	-	4	Takes pins only

ARTEFACTS

An army has two artefacts in its first game plus two more with the reinforcements in the second game.

- Artefacts can only be carried by a **infantry model** (see *Dismounts & Discards*, above).
- Artefacts are bulky and fragile: only one artefact may be carried by a model, and only one artefact may be assigned to a unit.
- Artefacts cannot be carried in vehicles and cannot be compacted.
- Artefacts ignore unit separation distances.
- **Models carrying an artefact cannot Sprint.**
- If a carrying model falls as a casualty, the artefact is dropped next to the model. A model in a unit **defeated** in hand-to-hand combat immediately drops any artefact and the artefact may immediately be picked up by a qualifying model in the winning unit.
- An artefact can be voluntarily dropped at any time, perhaps if the unit needs to escape.
- Otherwise, an artefact can be picked up by an eligible **model** able to carry it being within 1" at the **start** of their move. (This enables a hand-off to another **model** in the same or another unit providing the receiving model is within 1" of the artefact at the **start** of its move. Once a hand-off has been made that's the start of the move gone – effectively it's a drop and a pick-up!)
- An artefact is **retrieved** if it ends up on any orbiting ship. The faction to whose ship it was transmatted claims ownership and scores the retrieval VPs!

SCENARIO 1 – INITIAL EVACUATION

Forces: 750 points, 2-player.

Transmats have been dropped by the orbiting ships and your locked-down combat shard is rushing to use them before the enemy. Though assaulted by G'rem Link-Aht phantoms, a small group has reached a batch are never sure who is real or who is false. You must evacuate as many of your troops and their artefacts as possible.

The Forces

Each player uses their 750 points allocated for their first game. They also have two artefacts that they must allocate to two models in their on-table units at deployment.

Set Up

Terrain is set up as normal (*Antares*, p.138+). Five transmat pads are placed along the centre line of the table as shown, the first 12" in from one edge and the rest at 12" intervals. Each transmat is then moved D10" in a random direction as for OH misses. See diagram below.

If the final setup overly benefits one player or another, then players may reroll up to half the placements.

Deployment

Each force deploys up a maximum of 5" from their own table edge (see pages 139-140 in the *Antares* rulebook). No unit may be placed or move forward over this line before the first turn, including Infiltrators and Phase Snipers.

The unit and model carrying an artefact must be declared as it is placed on to the table.

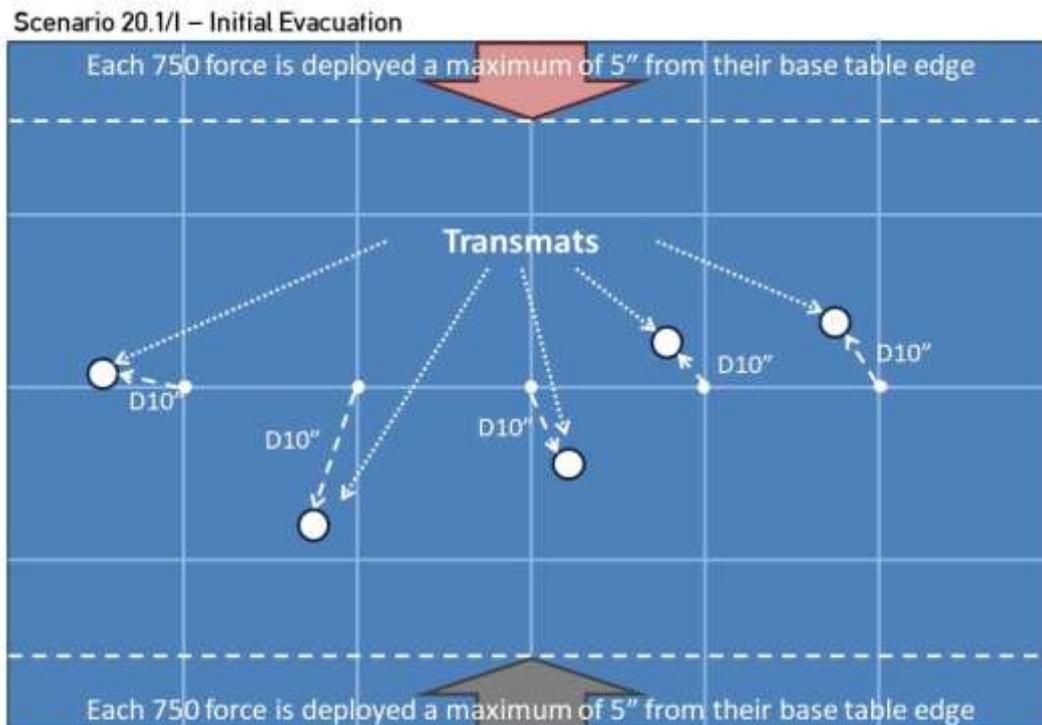
Objective

The objective is for either side to use the transmats to **retrieve** as many artefacts as possible to ships in orbit, as well as to **evacuate** their own units.

Game Duration

The game is played until six turns have elapsed. Break Points are ignored for this game.

The game ends immediately when **both** player's units have been evacuated or destroyed.



SCENARIO 2 – MIXED BLESSINGS

Forces: Survivors from game 1 plus unit-by-unit reinforcements, 2-player.

With the transmats being destroyed, your disparate forces lick their wounds and race across the Link-Aht surface to where the orbiting ships can drop more transmats. Harassed by phantom forces and Link-Aht drones, your forces have become separated, somewhat but you pick up other survivors.

You arrive to find the transmats are still being dropped – and the phantom forces are real!

The Forces

Both players use their surviving units from Game 1, without any casualties or pins (so the units are hale and healthy). Each player then replaces each **unit** lost or evacuated from game 1 with any **unit** from their reinforcements.

Both forces also bring forward any unretrieved artefacts from the previous game **plus** two more. Each artefact must be allocated to an eligible unit/model as given in the artefact rules, above, before the arrival sector for that unit is rolled.

An extra order dice of a unique colour is required to act as a **transmat trigger**.

Set Up

Terrain is set up as described in the core rulebook (*Antares*, p.138+). Initially two large, vehicle-capable transmats are placed as indicated, each transmat already having two pins.

Deployment

The race to the transmat drop window has separated the forces. Units arrive during turn one from a random table edge sector. When your dice is drawn pick a unit, roll D10, and consult the following table and the deployment diagram:

D10	Result
1	You choose from which of your numbered sector edges the unit arrives
2-9	The unit comes on from the sector edge indicated
0	The enemy player chooses from which of your sector edges the unit arrives

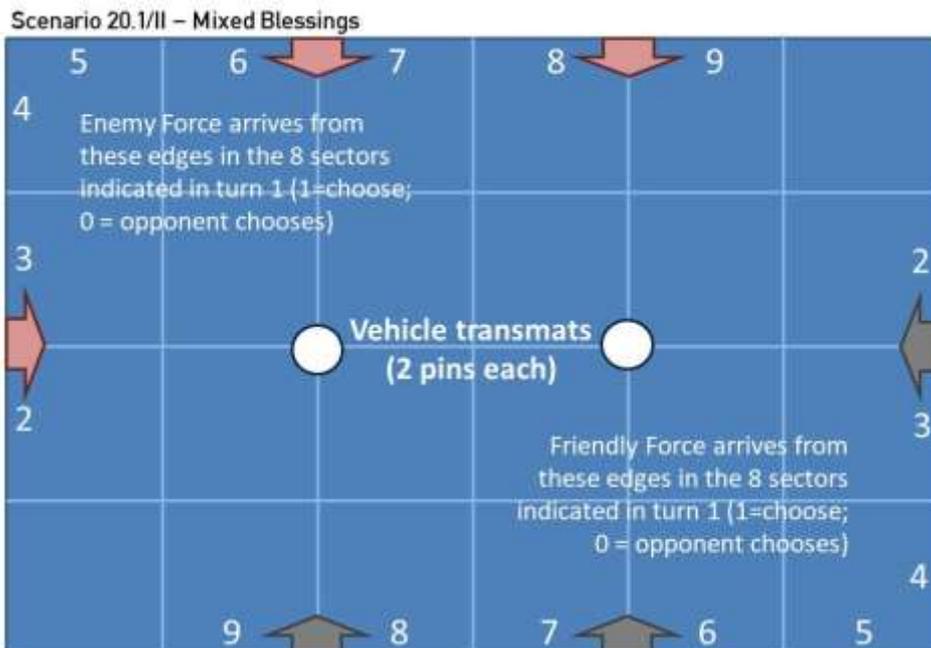
Arrival rules must otherwise be followed as normal, with units coming on in turn 2 if there is no space to arrive (*Antares* rulebook, pp138+).

Objective

The objective is to evacuate units and artefacts whilst dodging incoming transmats.

Playing the Game

During turns **two through four**, place the **transmat trigger** dice in the bag to indicate when transmats crash-land, possibly striking units nearby.



Game Duration

The game is played until six turns have elapsed, or immediately **all** of one player's units are evacuated or destroyed. Break Points are ignored for this game.

SPECIAL RULES

Crashlanding Transmats (Turns 2-4)

During the **turns two, three and four**, transmats crash to earth when the Link-Aht defences shoot them from the sky. This occurs immediately the transmat trigger dice is pulled from the bag – this dice cannot be blocked or returned to the bag.

On being triggered, randomly select two transmats from those available. For each, determine its landing point by rolling a D10 to locate the 12" sector column from left to right and a D6 for the 12" sector row from front to back (see diagram 11b, below). The actual impact point is D10" from the centre of this sector as normal deviation.

If the impact **point** deviates off the table or in to impassable terrain, then the transmat is destroyed.

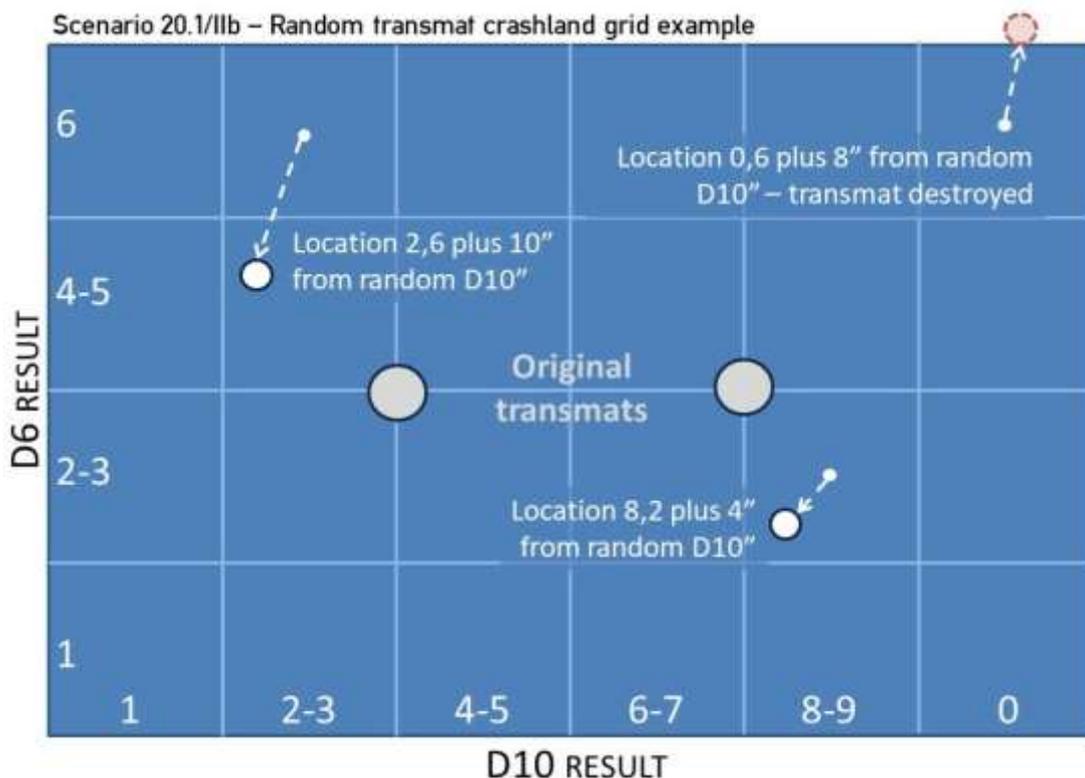
If the transmat lands on another transmat, then reroll. Otherwise, adjust the transmat so it fits on the table in the location stated!

Any unit within 3" of the impact point suffers D5 blast hits at SV1 and takes pins, both as for hand-to-hand combat. An already placed transmat within 3" just suffers an additional pin.

After calculating damage, place a surviving transmat on the table centred over the impact point and give it one pin. If any models would be under the transmat, displace them to its edge but retain unit coherency.

DESIGNERS NOTE

If you have enough transmats, an interesting and fun variant on this scenario is to allow 3 transmats to crash on each of turns 2-4. However, rather than give them 1 pin, give each 1D4 pins – which may mean a transmat is completely destroyed by the impact by having 4 pins!



SCENARIO 3 – PHANTOMS IN THE MIST

Forces: All surviving and remaining, 2-player.

Having retrieved as many artefacts as possible, the remnant of your forces finds itself under attack by the G'Rem Link-Aht hunter drones – now called 'gremlins' by all they hunt. Units disappear into the mist one by one, falling to phantom sensor glitches who turn out to be not only the deadly gremlins but also enemy troops.

You flee to a settlement where the transmats have yet to be destroyed. You must get off this hellish planet!

The Forces

Both forces use their surviving units from game 2 but without any casualties or pins they may have suffered (so the units are hale and healthy). To these, add **all** remaining reinforcements.

If your force has more than 10 order dice, reduce the number of dice down to 10 by discarding units. These are considered **lost**, having fallen prey to the Link-Aht drones.

If your force has less than six order dice, increase its total to six by selecting units from those previously

lost or evacuated. This means that, theoretically, a player could end up scoring more than 100% of their original units as evacuated!

Both forces also bring forward any artefacts not sent to orbit from the previous game and not captured by the enemy. Each artefact must be allocated to an eligible model as its unit comes onto the table, as given in the artefact rules, above.

Additional order dice of a separate colour from both forces are also required as **gremlin** dice.

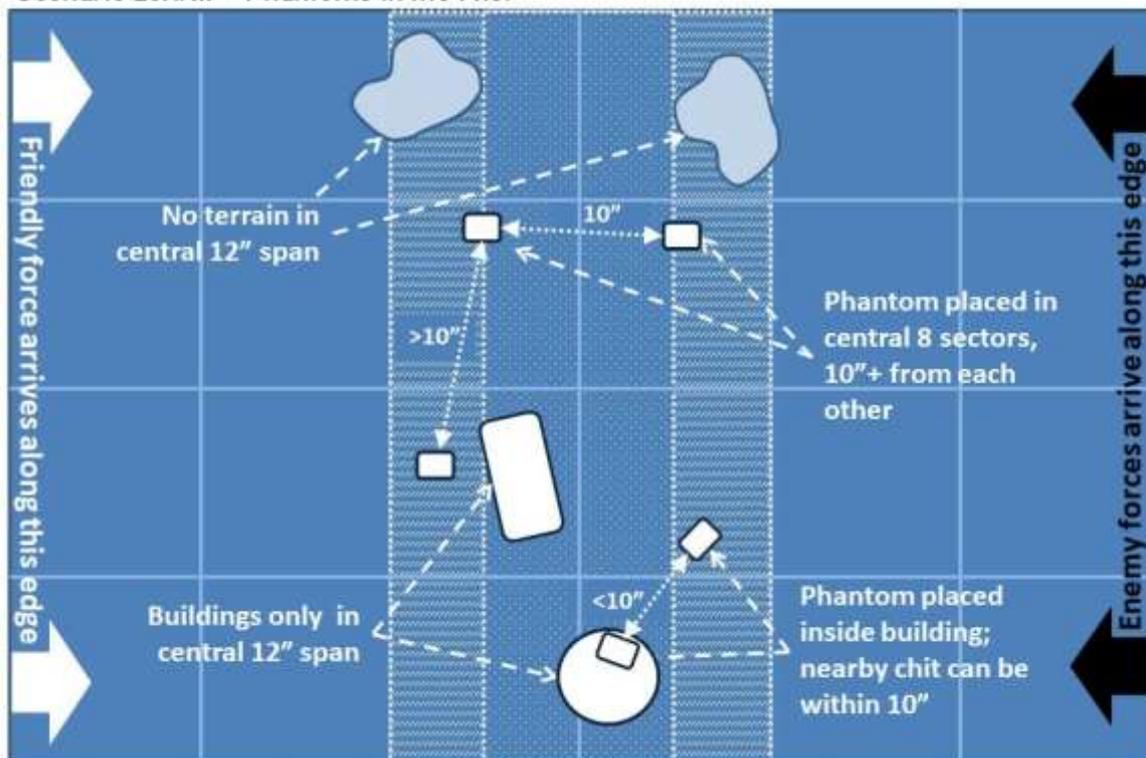
Set Up

The table is played lengthways, each player setting up on a short table edge. No terrain other than buildings is placed in the central 12" span: these 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+).

Each player receives up to four sensor 'phantom' chits which they use to locate transmats or Link-Aht hunter drones (gremlins).

Scenario 20.1/III – Phantoms in the Mist





Pre-Game Phantom Placement

[Optional: If short of time, the phantoms may already be placed].

Before deploying their armies, both players roll to see who starts placing phantoms first, then take it in turn to do so. On their turn, each player chooses a bogey chit and places it anywhere in one of the central eight, 12" square sectors on the table (see diagram) – subject to the following restrictions:

- Only one phantom can be placed in a sector, even in buildings.
- Phantoms cannot be placed in impassable terrain.
- Phantoms must not be closer than 10" to each other in the open, but the wall of a building counts as 10" distance!
- A single phantom chit may be planted inside an already placed building.
- Phantoms cannot be placed in impassable terrain.

In the unlikely event there is no space to place the last few phantoms, the player placing it shuffles phantoms around the largest free area to fit.

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.

Objective

The objective is to escape from the planet via transmat whilst preventing the enemy from doing so.

Game Duration

The game is played until six turns have elapsed or until the **end** of a turn in which either force has evacuated all their surviving units. Break points are ignored for this game.

SPECIAL RULES

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. If there are no transmats anywhere on the table by

the last remaining chit in a player's hand, place a transmat instead. Otherwise, roll a D10 on the following table and replace the phantom with whatever is found, including the pins specified if a transmat:

Roll	In open	In building with transmat	In building without transmat
1	Transmat + 0 pins	Hunter drone	Transmat + 0 pins
2	Transmat + 1 pin	Hunter drone	Transmat + 0 pins
3	Transmat + 1 pin	Hunter drone	Transmat + 0 pins
4-5	Transmat + 2 pins	Hunter drone	Transmat + 1 pin
6-7	Hunter drone	Hunter drone	Transmat + 2 pins
8-0	Hunter drone	Hunter drone	Hunter drone

Transmats in buildings are all 3" across or less – if there are none this size available when placing them, swap them with an exterior one already placed. Otherwise, transmats should be placed in sequence from the largest available to the smallest.

When a hunter drone is discovered, **immediately** give it a gremlin dice and the discovering player gives and processes its order.

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.

Except when first discovering a gremlin, when a gremlin dice is drawn, roll to see who controls it (lowest wins). The controller chooses one of the as yet un-activated gremlins, gives it an order, guides the drone through that order then places the order die beside the drone.

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		

DESIGNER'S NOTE ON GREMLINS

Whilst not obligatory (players may have better orders!), we recommend players constrain the orders and target priorities given to drones, as follows.



- FIRE** A gremlin must be given a fire order if there is a target in range and LoS.
- ADVANCE** If it can't Fire, a gremlin must move 5" and fire if there is a target in range and LoS.
- RALLY** Only if the drone has 5 or more pins
- DOWN** A Link-Aht drone cannot be given a Down order (but may go Down – roll to recover as normal).
- RUN** Move 10" or Sprint 15" into an assault.
- AMBUSH** The drone will Fire at any unit that comes within range but will otherwise recover its ambush at the end of the turn.

Target Priorities: Top priority for a gremlin is a unit on a transmat, inflicting two pins on both the unit and the transmat (if it hits) and splitting the blast. Second priority is a transmat. Third priority is any non-gremlin unit.

All targets must be visible and in range. If none of these can be targeted, or an Advance cannot be use to bring a target into sight or range, then give the gremlin a different order.

Acknowledgement and thanks to TTW's Kevin and Sergey for this nod to the much-missed, photo-bombing Gremlin.