

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 who 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!

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Version

- 0.3 Test ; no scenarios.
- 1.0 First release, no scenarios: Res 11/13; hampered visibility removed.
- 1.1 VP Amendments.



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 2019 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 2019.

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!

Scenarios

The scenarios will be released in an update to this Player Pack closer to the day.

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 (40points, 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; turns unit into 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.**
- **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.