

# Official Rules Amendments

Since publishing Beyond the Gates of Antares we have continued to provide both errata, to deal with mistakes or cover omissions in the printed rules, and Q&A, to further explain or clarify rules where it was felt helpful to do so. These can be found on the Warlord website as separate downloads. The Beyond the Gates of Antares Forum also maintains a list of pending Q&A together with provisional answers to queries, usually drawn from discussion on the forum or Facebook.

In March 2017 an online pdf version of the Army Lists from the rulebook and Xilos supplement was published, incorporating corrections made previously, and including some changes derived from playing experience. These online Army Lists will be updated as necessary to include new units and incorporate other changes if and when these prove necessary.

This new set of amendments consists of changes to the game itself. As with the Army Lists, these amendments have been made in the light of experience and with the help and encouragement of Antares players from all over the world.

Rick Priestley

## NET AMMO (p88-89)

This section replaces the rules for Net Ammo on pages 88-89 of the Antares rulebook. It addresses a loophole where forces using automatic Order Dice – such as Follow orders and Synchroniser Drones – are able to drop lethal quantities of ‘pins’ on physically large targets with little chance of failure or risk. The new rule retains the value of Net as a means of pinning or hindering the enemy, but reduces the potential for rapid and reliable lethality against most troop types.

Note that the rule for SlingNet Ammo remains unchanged – simply adding 1 to the number of pins inflicted where a hit is caused. This does mean a SlingNet shot might contribute an extra pin in some situations where an ordinary Net shot would not.

A net shell emits a strong suspensor pulse creating a temporary suspensor net that constrains the target physically and suppresses mental functions whether biological or machine. Net shots are unlike most other special munitions in that they make use of the standard overhead blast template to ‘hit’ a target and their effect doesn’t last from turn to turn.

Net shots effectively forego the chance of causing casualties on their target and instead cause it to become **pinned**. Targets can only be pinned to a finite limit by a suspensor net, and a target that is already pinned will not necessarily be affected further by a subsequent Net shot. Net is most effective when used against targets that have either no pins already or only one or two. All Net shots are to some extent unpredictable in their effect, and are a useful supporting ammunition type rather than a means of destroying enemy outright.

- Net shells can only be used by X-launchers and larger launcher weapons. If a model has the option to fire a net shot the player must declare net is being used before rolling to hit.
- Work out whether the net shot hits its target using the standard overhead template in the same way as for an ordinary blast shot. If the shot goes off target work out where the template lands and identify targets hit. It is possible to hit two or more different units if a shot goes *off target* just as with ordinary blast shots. Note that mag mortars use the double template for net shots just as they do for blast shots.
- If a unit is hit by a net shot then it does not suffer blast damage or take an automatic pin because the unit is hit. Instead, the hit raises the number of pins on the unit to a randomly determined value as shown below.
  - X-Launchers D3+1
  - X-Howitzers D5+1
  - Mag Mortar D6+1



Note that it doesn't matter how many pins the target unit already has, the **total** number of pins on the unit is raised to the value rolled if this is greater. If the value rolled is equal to or less than the number of pins already on the unit then **no pins are inflicted**. Where no pins are inflicted the hit has no further effect, for example it does not trigger a break test as a result of the hit (see note below).

- Targets that would normally force an Acc re-roll, such as down infantry and fast running bikes, **half** the pin value rolled and round down (i.e. the same routine as for overhead blast weapons but half the pin value instead of the number of hits).
- If two or more units are caught by the same net shot then divide the pin value equally between all the units that can take pins. Units that cannot take pins, such as probes, are ignored for purposes of allocating pins between multiple units. Roll off for any odd number of pins. Note that this is comparable to the method used to distribute hits from blasts.

Example, a Concord Strike Squad has two pins already and is hit by a Net shot from an X-Launcher. The Net roll is a D3, which we imagine to be a 2 which equals a pin value of  $2+1 = 3$ . The number of pins is raised to three in total, adding one pin to the unit.

#### Designer's Note

If a unit suffers one or more pins as a result of a Net shot and has one or more pins per model in total, then it must take a **break test** if it would normally take a break test as a result of suffering a hit and pins in this situation (see Break Tests p44). However, if a unit takes **no** additional pins as a result of a hit from a Net shot then no pins are inflicted and hence no break test is required regardless of the number of pins already on the unit.

Astute players will recognise that this is just the standard rule for break tests caused by the addition of pins. However, we have stated how the rule works in this specific case to dispel any confusion arising from the possibility of hitting with a Net shot and inflicting no additional pins.

#### LEADER RULE (p135)

This is an addition to the rules section and makes specific allowance for models that resolve damage using a damage chart. As such it covers all vehicles, weapon drones and humungous beasts that have the Leader rule.

If a model is of a type that uses a damage chart then we apply the Leader rule differently. Because the High Commander rule is also a variant of the Leader rule the same also applies to High Commanders where a damage chart is used, for example the Ghar Command Crawler.

A model that rolls on a damage chart when it fails its Res test does not re-roll one failed Res test as described for the Leader rule or High Commander rule. Instead, when rolling for a result on its **damage chart**, roll one additional dice and discard the highest result. So, rolls of 4 and 8 become a result of 4, whilst rolls of 7 and 10 become a result of 7.

If the shot causes massive damage then roll an additional dice as before, but because massive damage shots roll two dice anyway you will now roll three in total. Roll three dice and discard the highest result for the Leader rule. The remaining two dice are the massive damage roll in the standard way, i.e. the highest scoring dice counts as the result unless a double has been rolled in which case the result is the score +1.

The leader rule allows a unit to roll this extra dice for **one** damage test resulting from **one** failed Res test at a time. Where a unit suffers several hits and fails multiple Res tests from the same enemy attack, only a single roll on the damage chart can benefit from the Leader rule. However, if the target has the Leader 2 rule it can apply the rule to two rolls on the damage chart, if the target has Leader 3 the rule can be applied to three rolls, and if High Commander to any number of rolls on the damage chart. This is essentially the same as for the standard Leader rule applied to other targets, except that instead of re-rolling multiple Res fails the unit adds the extra dice to multiple damage chart rolls.

For example, if a Weapon Drone with a Res of 10 suffers 3 hits from a plasma light support and fails all three Res tests, it would need to make three separate rolls on the damage chart. Without the Leader rule this would be three straight rolls, with the Leader rule one test could be taken with the additional dice, with Leader 2 two of the tests could use two dice, and with Leader 3 all the tests could be taken using the extra dice.



## GHAR TECTORISTS (p119)

This is a change to the unit status of Tectorists, which were previously treated as infantry but are now treated as probes. This resolves a number of issues surrounding the use of infantry as sharded units, including their role in hand-to-hand fighting, as qualifying units for some victory conditions, and so on. The new entry belongs in the Equipment section of the rulebook, under Probes and after Ghar Flitters. This entry also subsumes and replaces the rules for Tector Rods on p124.

Ghar Tectorist Scouts are exceptional in so far as they are living creatures rather than machines; however, their role is comparable to that of other probes, so it is convenient to include them in the same category. All the standard rules for probes apply except as noted below.

In practice, Ghar Tectorists are a rare breed – or rather clone – raised in the Ghar cloning vats and genetically adapted to serve a single and specific purpose. As a result they feel almost no sense of self-preservation and little sense of individuality, qualities suppressed even in ordinary Ghar but practically non-existent in the case of these unique clones. Tectorists scour the battlefield, scouting for enemy units, and



using special Tector Rods to identify and ear-mark opposing units for destruction. Once targets are identified in this way, Ghar units are able to coordinate their fire more accurately. In effect, Ghar Tectorists perform the same role for Ghar forces that Targeter Probes perform in other armies, although they achieve this in a different way.

- Tectorists have a move rate of 15" rather than 20" like other probes. This is because they rely upon their legs to move about!
- Tectorists move exactly like other probes (they are determined little beggers!) **except** that any terrain that is **impenetrable** to infantry is also impenetrable to Tectorists. Otherwise, they ignore all terrain in the same way as other probes.
- Tectorists are Scramble Proof possessing only primitive equipment that is immune to the effects of Scrambler munitions. This is different to other probes, which are affected by Scrambler munitions as described in the rules.
- Apart from Scrambler munitions as noted above, Tectorists are treated exactly as probes in respect to other special munitions. Scoot cannot affect Tectorists because, even though they are living creatures, they can only be given a Run order anyway, so the proximity of a Scoot shell won't make any difference to them.
- Tectorists benefit from the Leader rule that allows them to re-roll failed Res tests. They are practically immune to pain and will ignore even mortal wounds that do not stop them dead in their tracks.
- When a Ghar unit shoots at a target, it can re-roll one miss if there is one or more Tectorists within 15" of the target. It doesn't matter how many Tectorists there are within detection range, a unit can only re-roll one missed shot on account of them. Note that where a target forces re-rolls of hits (e.g. a hit on a down infantry unit) then the shooter takes any re-rolls of misses first before any re-rolls of hits are taken by the target.

