



BEYOND THE GATES OF

ANTARES

THE DICE GAME



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BEYOND THE GATES OF **ANTARES** THE DICE GAME

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BEYOND THE GATES OF **ANTARES** THE DICE GAME

Each game represents a fierce battle between up to five factions for control of one of the Gates of Antares. Each time a skirmish is won, players will gain more control of the gate. The black dice represent the effects of Fate - the turns of luck and the effects of events that affect each battle beyond the generals' control!

GAME COMPONENTS

- 6 Blue **Skirmish** dice
- 4 Black **Fate** dice
- 12 Yellow **Control** dice
- 5 **Headquarters** faction cards
- 1 **Gate System** card

HOW TO WIN

Gain control of the Gate by scoring the most victory points by claiming yellow and black dice before the last yellow Control die is taken and the Gate falls.

Players must roll six blue Skirmish dice each turn to see the outcome of their offensive actions, but be wary of the fates of battle as they can turn the course of your well planned offensive!

GAME LAYOUT

There are two areas on the table:

The Gate System card: this is the card where the yellow Control dice are initially placed within reach of all players.

Army Headquarters: a faction-specific card placed in front of each player that holds all Control dice logged in with the victory results scored.

LOGGING IN DICE

When a player has finished rolling their dice, the final result will tell him or her the number of yellow Control dice they have earned this round.





The player takes those dice from the Gate System card and after rolling them, he or she keeps the result showing on the **DATA LOG** section of the Headquarters card (☉, ☉ and ☉) Black Fate dice earned this way are also kept in the Headquarters card until they are used.

SET UP

Arrange the yellow Control dice on the Gate System card: this represents the planetary system where the Gate over which you are fighting for is located. The number of yellow Control dice varies according to the number of players:



- **2 players:** 9 Control dice
- **3 players:** 10 Control dice
- **4 players:** 11 Control dice
- **5 players:** 12 Control dice

The player who has most recently opened a gate is the first player and starts the game.



With the exception of the first player, each player starts the game with one black Fate die logged in their Headquarters.

Prepare the six blue Skirmish dice to be rolled in front of the first player's Headquarters. Lastly, place any remaining black Fate dice on the table, within reach of all players.






















PLAYING THE GAME




Starting with the first player and moving clockwise, each player rolls all 6 blue Skirmish dice to try to score as many  or  as possible.



Players may either keep the result scored or re-roll any number of blue Skirmish dice during their roll, however, players must keep at least one die from each roll. Once a die has been kept, it is placed on the Headquarters card. These dice cannot be re-rolled! The group of all blue Skirmish dice finally kept in the Headquarters is called the Offensive and represents the resources and forces used to attack the Gate System that turn.

When a player decides to stop rolling or cannot roll anymore, he or she counts the  or  faces and check the chart on the next page:



-  = Nothing
-   = Claim one Control die
-    = Claim a Fate die
-     = Claim two Control dice
-      = BUST! (turn ends, see below)
-       = Claim three Control dice OR two Fate dice





Note: For all game purposes,  equates to  and . Players can apply both results.

Bust! - The offensive is routed- you have over-committed! If a player ever has exactly 5  showing at any time, their turn immediately ends. The player busts, he or she cannot claim dice, **NOR** can they trigger their special actions with  - the entire turn is forfeit. "Miss a go".


Finally, pass the blue Skirmish dice clockwise, it is the next player's turn.

CLAIMING CONTROL DICE

When a player claims one or more yellow Control dice from the *Gate System*, they are rolled to determine their effects.

-  - Worth 1 point at game end. Place the die on the Data Log space showing this face.
-  - Worth 2 point at game end. Place the die on the Data Log space showing this face
-  - Worth 3 point at game end. Place the die on the Data Log space showing this face
-  Return the yellow Control die to the *Gate System* and claim a black Fate die, either from the table or from another player if there are none available. Keep the black Fate die on your Headquarters.

CLAIMING FATE DICE

The black Fate dice are usually claimed from those available on the table. If there are no black Fate dice left, you must take one kept on another player's Headquarters. Each black Fate die a player has by the end of the game, is worth  (two victory points).

USING FATE DICE

Players can take one or more black Fate dice from their Headquarters and put them into any player's hand before that player rolls or re-rolls the dice. Should more than one player wish to add Fate dice to a player's hand, make the decisions to add them or not clockwise from the rolling player. Any Fate dice results scored must be resolved before the Offensive is calculated.



Sabotage: The player rolling this result, returns one of the logged in yellow Control dice with the highest value to the Gate System.



Warped: The player rolling this result turns each of their previously claimed yellow Control dice to display one fewer control icon. So a result of will turn into a , a result of will turn into a and a result of will return the die to the pool.



Routed: The player rolling this result must end their turn immediately, just like a *Bust!* (see page 3). All other Fate dice must first be resolved as normal before this effect.

USING FOR SPECIAL FACTION TRAITS

Each Headquarters card presents one or more faction-specific traits that can be used during the turn. Some of them are triggered by scoring a certain number of or by the end of the round.

GAME END

When a player claims and logs in the last Control die from the Gate System, that player receives the Gate card and the game ends. Victory points are then calculated in the following way:

- Add together the from the Control dice logged in to score that number of victory points.
- Add two victory points for each unused Fate die kept in the Headquarters card.
- Add any awarded by the Gate card if claimed.

The player with the most victory points is the winner of the military campaign, controls the Gate and wins the game. In case of a tie, the player that claimed the Gate card is the winner.

FACTIONS

Mighty space fleets battle to control the ancient and mysterious Gates of Antares – inter-dimensional wormholes that connect millions upon millions of worlds to the great Nexus of Antares. Each gateway takes us to a different solar system, perhaps a different galaxy, or even a different time. No one knows the true extent of the Nexus – only that control of its gateways is the key to controlling entire worlds! The rival powers of Antarean space include embittered enemies and determined competitors, some human, others strangely alien, and yet more driven by implacable machine-intelligence.

PanHuman Concord - The NuHu Mandarins of the Concord are but the living elements of an integrated machine intelligence - IMTel - that controls and directs untold millions of worlds. The military shard of the PanHuman Concord is the Concord Combined Command, the most advanced, most lavishly equipped and most deadly fighting force in Antarean space.



Isorian Shard - The Senatex of the Isori encountered a mysterious alien race in ages past, and became both corrupted and enriched by inhuman technologies as a result. Once part of the PanHuman Concord, now the rival IMTel of these two societies has become incompatible, locking them into an unending war for domination.



Algoryn Prosperate - Caught between dangerous and implacable rivals, the stalwart Algoryn fight to maintain their independence in a sector threatened by enemies upon all sides. Centuries of endless warfare have driven the Algoryn to develop a strongly militaristic society dominated by a determined warrior elite.



Boromites - The Boromites are an itinerant race, wanderers amongst the Antarean nexus, a secretive people reluctant to be drawn into the powerful machine-driven societies that surround them. But behind their labour guilds and mining operations lies a sinister organisation the existence of which few even suspect.



Ghar Empire - The Ghar are an ancient bio-engineered race created to fight a forgotten war at the dawn of time. Unable to divert from their primary goal, they continue to fight whomever and whatever they encounter, waging a ceaseless war of eradication with blind and bitter hatred. The Ghar will prevail!



QUICK REFERENCE

▲ = Nothing

▲▲ = Claim one yellow Control die

▲▲▲ = Claim a black Fate die

▲▲▲▲ = Claim two yellow Control dice

▲▲▲▲▲ = BUST! (turn ends immediately)

▲▲▲▲▲▲ = Claim three Control dice OR two Fate dice

Skirmish Dice: ▲ Victory, ⚡ Strike, ▲ Victory and Strike (both results apply).

Fate Dice:

⚙ (Sabotaged) - return one of the Control dice with the highest victory score to the Gate System

🌀 (Warped) - turn all Control dice to show one less victory.

✖ (Routed) - the turn ends immediately as if a *Bust!* had been rolled.

Control Dice:

🟡 - Score one victory point at game end.

🟡🟡 - Score two victory points at game end.

🟡🟡🟡 - Score three victory points at game end.

🟡 - Log in one Fate die and return the Control die to the Gate System.

There is an almost infinite number of gates in the *Antares* universe that lead to different planetary systems. The *Xilos* Gate System being only one of them.

🟡 - When a player claims the *Xilos* Gate System card after logging in the last Control die, he or she scores one additional victory point at game end.



Look out for more *Gate System* cards in future expansions and promotional campaigns or visit www.warlordgames.com/gates-of-antares, for regular updates and downloadable *Gate Systems*.

