

Antares Day II - 2019 5th October 2019

'The Ghost of Yu Hamnu'

*A Beyond the Gates of Antares
Faction League & Mini-Campaign*

Players' Pack

Consternation grows around Antares as the events of Xilos causes gates to become unstable. There may well be more than five million gates but more gates are now closing than are being created, causing fears of a new dark age. Is the Antares nexus about to collapse, again? Once more, the Isori are given the blame after using their chronophasic device in an attempt to resolve the Xilos disaster, but blame is not enough...

In three systems in the Determinate, ancient, dormant technology in widespread archaeological sites springs to life. Whilst it is doubtful the technology is of Builder origin, it appears to be sufficiently advanced to be able to partially predict gate activity: at least, it seems to indicate the direction in which a closure is about to occur. Gaining control of a number of these devices and repositioning them could locate an imminent collapse. But there is no clear user interface to the technology and, even more mysteriously, what are thought to be status indicators occasionally flash up two words in the Concord alphabet: 'Yu Hamnu'.

But NuHu Ambassador Yu Hamnu disappeared on Xilos: has she really survived the Xilos Catastrophe? Is she somehow safe behind the Xilos time-locks? Has she activated the ancient technology or is she just using it to communicate what she alone can see at the heart of Xilos? Most importantly, does this mean Yu Hamnu can stall the collapse using the ancient machines?

There are far too many questions, but all shape the future of Antares. Whether preventing a collapse or predicting gate closures, the artefacts are suddenly of immense importance to all the people of Antares. The race to control the future is on!

WHAT IS AN ANTARES 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 standalone painting competition and a prize for the player-voted best gamer. And the shop will be open too. That's a lot in one day!

This Antares Day, the second in 2019, showcases another format - a faction league based around a mini-campaign. The scenarios are linked, and the results pooled by faction, resulting an overall winning faction. What's more, we're planning for events to be taking place around the world, with all the local results feeding into one, global, Antares Day faction league!

WHAT'S A FACTION LEAGUE?

It's a way of linking a series of games into a coherent framework: a league based on the success record of whole factions. The format removes the pressure of an individual competition whilst retaining meaning to each game – your contribution counts towards your faction's success! It's played across three rounds and is suitable for newcomers and experienced players alike.

You'll earn Victory Points from each game that go towards your faction's total, and for the campaign, Artefact Points for each artefact recovered. Further, a fully-painted army earns a bonus for your faction, and submitting a correct army list a week before the event earns another (and, of course, a guarantee of no delays checking the army on the day!).

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 the artefacts that might save the Seventh Collapse. It is the retrieval and evacuation of these artefacts that form part of the challenge. Your force retains its artefacts from round to round, and can lose those artefacts in subsequent rounds – so take great care of your spoils!

For the Concord and the mercenary Hansa Nairobi there is the added benefit that they can find clues to the location of one of their much-loved NuHu, too!

Special thanks must go to **Jamie Howard** for providing the initial mini-campaign and the ideas for these scenarios.

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PRACTICAL MATTERS (& DEADLINES!)

Attendees can pre-order an Interface Wars Antares polo shirt and pick it up and pay for it on the day.

Clothing size deadline

9am BST, Monday 24th September 2019 (we can't take orders after this date).

Polo shirt, £15, Black. Antares logo with the event name and year on left-hand side of the chest. This is to be picked up from the shop on the day. Sizes are below. When ordering, please state size (along with your army lists) to:

antares@warlordgames.com.

Antares mugs are also available from the shop.

Correct Army List Bonus Deadline

Lists must be submitted by Midnight BST, Friday 28th September 2019 to:

antares@warlordgames.com.

In addition, 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 5th October 2019.

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

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

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/>.



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.

Polo Shirt Clothing Size Guide								
Size	XS	S	M	L	XL	2XL	3XL	4XL
Chest (to fit ")	36-38	38-40	40-42	42-44	44-46	46-48	50-52	52-54

DETAILS

WHAT TO BRING

Antares armies! You will need two army lists 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 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 for you. We have to stress that the number of forces available are limited, however, so we cannot guarantee there will be one available in the faction you prefer!

SCHEDULE

Registration and Welcome – 9:00-9:20

The organisers will be present from 9am onwards. Feel free to come in and say hello, have a cuppa, look at the tables, chat and chill.

Briefing – 09:20

A quick briefing as to what to expect and what will be happening throughout the day. Some tables have interesting terrain features and the special rules covering those will be on the tables themselves.

Scenario 1 – 09:30-11:45

Q&A and Lunch – 12:00 – 13:00

With time to talk to Mr Rick Priestley and Warlord staff about Antares.

Scenario 2 – 13:00-15:15

Scenario 3 – 15:30-17:45

Quick Break 17:45-18:00

Whilst we work out the winning faction.

Prizegiving – 18:00-18:15

Post-Event Chat – Afterwards

We're happy to talk about Antares and where it's going during pack-up and after the event, preferably over a beverage!

FORCES AND GAMES

[See <https://www.gatesofantares.com/exploration-force-army-selectors/>].

Each player chooses **one** faction and must have a **600-point list** for that faction, together with a **PLUS** option for that faction from either of the following:

- 1 × Support or Strategic** unit (any points) or
- 1–2 × Tactical** units totalling 350 points.

Lists must comply with the latest version of the Army Lists (available free on the Nexus at <https://www.gatesofantares.com/pdf-army-lists/>) and the Exploration Force/600-Plus selector (<https://www.gatesofantares.com/exploration-force-army-selectors/>).

For balance and to speed play, there are a few selection limitations and some special rules (see below).

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

The games are all in the open, so there are no restrictions on weapon usage. The scenarios are a deliberate mix and involve retrieving artefacts or escaping off the table with those artefacts. One game uses asymmetric forces, depending on who has the greater number of artefacts at the start of the game. Further, artefacts can only be carried by specific units, so check the special rules carefully.

Part of the fun is in building an army to cope with the varied requirements it has to deal with!

Faction point total

After each game, faction and artefact points will be totalled from the VP and a running table maintained.

The final points totals are weighted by the number of players in each faction so that a faction being lucky in 2 out of 3 games won't automatically beat another faction with many more players – or vice

versa. In other words, we'll try and produce a level playing field.

The winning faction will be that with the highest weighted average score as well as the best artefact total. Whilst there won't be prizes for the winning faction, the members of the winning faction can feel proud they have ensured their own faction has the greatest chance of identifying the closing gates and perhaps stopping another collapse.

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 below are those to be used on the day. In addition to Victory Points (VPs), each also scores **Artefact** Points (APs), a count of how many of the artefacts your faction managed to retrieve! This could mean that a faction that doesn't do so well militarily could still do very well by managing to retrieve more data about the potential collapse of Antares and the Ghost of Yu Hamnu!

SPECIAL RULES

ARTEFACTS AND ARCHAEOLOGY

The games require **archaeological finds** to be analysed and artefacts to be carried or retrieved. Initially, on-table archaeological finds are identified by markers.

- Units must start their turn within 1" of an archaeological find to analyse it. To do so, they must be **given** any order other than **Down**.

[Note: Soma Grafted units randomly rolling an order have not been given an order!]

- After passing their order test (if any) and receiving their order, make a standard Init test (Init-pins) before their action is performed.
- On a successful Init test, roll a D10: on a result of 1-6, the find is a Yu Hamnu artefact and replace the marker by an artefact token. Half the markers on the table at the start of the scenario **must** be artefacts (e.g. 3 of 5, or 1 of 2). As a result, there is no need to roll if all the non-artefact markers have been identified – the remaining marker(s) must be artefacts!
- Probes **cannot** identify whether or not an archaeological find is a Yu Hamnu artefact.
- Artefacts (not relics) can be carried by an infantry **model** in infantry and beast units. Dismounted units are considered infantry (units dismount at the end of their move) and weapon team units may discard their support or heavy weapon to become infantry in exchange for an artefact.
- If a model carrying an artefact is killed, or the unit becomes casualty and removed from the table, the artefact is considered dropped next to the model.
- Models **defeated** in hand-to-hand combat automatically drop any artefacts they are carrying – the artefacts may immediately be picked up by the winning unit.
- An artefact can be voluntarily dropped at any time – perhaps if the unit needs to escape.
- There must be at most one artefact per infantry model and an artefact must be allocated to a specific model. Once picked up, the artefacts are placed within decompacted suspensor containers or on suspensor beds, so move freely. Unfortunately, the artefacts are too bulky and fragile to be carried in vehicles and will explode (inflicting an SV5 hit on all in 5") if compacted.
- Units containing models carrying an artefact cannot sprint.
- An artefact can be picked up by an eligible **model** able to carry it being within 1" at the start of their move. Similarly, an artefact can be

handed off to other **model** in the same or another unit by the receiving model being within 1" of the artefact at the start of their move (no, the artefact does not count towards unit separation distances, and once a hand-off has been made that's the start of the move gone – effectively it's a drop and a pick-up).

- A unit with an artefact can leave the table by the player's designated exit point, whether a target edge or transmat to its own ship. When leaving by such a valid exit, it counts as having recovered the artefact and is also counted as having survived.

EXITING THE TABLE

Instead of the normal rules for table exit, the *whole* of the unit has to exit the table edge in order for it to count as having left the table. This means that all models in the unit must have sufficient move to exit.

Elements of a unit seeking to escape may have to wait along the table edge until the rest can catch up and move off. At no time can a unit be half-on and half-off the table!

SELECTION LIMITATIONS

There are a few special limitations on units for this event in order to speed play. All other selector limitations still apply.

In general, build the lists and pay for the units as normal but apply the limitations as you get to the table.

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.

Ghar Weapon Teams

Ghar 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)

Ghar Empire Outcast Weapon Teams must be attached to Outcast Infantry squads and cannot appear as separate squads. (Similar, Ghar Exile weapon team numbers are already limited by their support status).

Freeborn Feral (Mhagris) Soma Grafts

Soma Graft equipped units (p.121) that fail *any* 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.

WEAPON ADJUSTMENTS

In addition to the above, just for this Antares Day:

- **Ghar Plasma Claws** fitted to Assault Troopers have a fixed SV of 5 (1 Attack SV 5);
- **Ghar Battle Claws** fitted to Battle Troopers gain a fixed SV of 2 (1 Attack SV 2); and
- **Ghar Gouger Guns** have a minimum range of 5" as opposed to 10";
- Rapid fire (RF) light support weapons that are obviously intended to be for squad support can fire in point blank shooting (PBS) at **-1 Acc**. This includes **mag light support**, **mag heavy support**, **Virai flamer array** in stutter mode and **plasma light support** weapons.

SCENARIO 1 – IDENTIFY AND RECOVER

Forces: 600-PLUS, 2-player.

The race for Yu Hamnu's artefacts is on! Having located the possible artefacts, the exploration parties race to recover them before the opposition. Unfortunately, archaeological finds cannot be identified as Yu Hamnu artefacts unless a unit is close up.

Set Up

Terrain is set up as normal (*Antares*, p.138+). Five objective markers are placed along the centre line of the table as the possible locations of the artefacts. See diagram below.

Deployment

Standard deployment is used, with each force setting up a maximum of 5" from their own table edge (see pages 139-140 in the *Antares* rulebook).

Objective

The objective is for either side to identify and recover as many of the artefacts as possible. These can then be carried away and eventually delivered to the factions ships waiting in orbit.

A force can only claim it has retrieved an artefact if it carries it off its starting table edge or has it in

possession at the end of the game.

Game Duration

The game is played until six turns have elapsed, then roll for one extra turn then roll randomly to see if another turn is to be played (*Antares* rulebook, p.141). Break Points are ignored for this game.

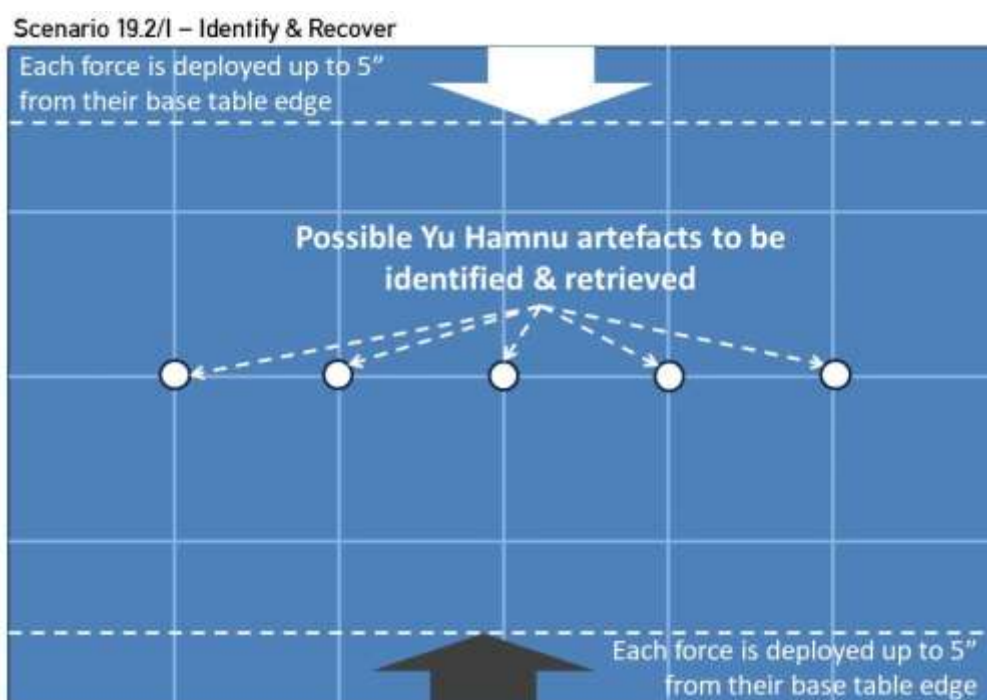
The game also ends immediately all three artefacts have been carried off the table.

Victory

Victory Points (VPs) and Artefact Points (APs) are scored in this game. Maximum score is 7VP and 3AP.

Success Criteria	Victory Points Earned
Being in possession of at least one artefact at some point during the game	1 VP
For each artefact retrieved off the table at the end of the game.	+2 VP
Being in possession of an artefact still on the table at the end of the game	+1 VP
For each artefact retrieved off the table or in possession of a force at the end of the game.	+1 AP*

* Artefact 'points' are carried forward as artefacts into the next game!



SCENARIO 2 – THE CHASE

**Forces: Asymmetric 600 and 600-PLUS,
2-player.**

Having retrieved a good number of artefacts, your force is alarmed to find the enemy suddenly receives heavy reinforcements. You make a break for it, but are slowed by the artefacts you carry. You are on the brink of being captured when a message arrives: make it to narrow-mouthed valley and orbital support can drop a barrage to keep the enemy off your tail.

There is only a narrow window of opportunity: the fight above the planet is as deadly as that on its surface, so you have to get there quickly or support cannot be sent! What is tempting, however, is that your force has discovered the possible locations of another artefact in two more archaeological finds. Do you run for it, or be greedy?

The Forces

The force with the most artefacts is the **Hunted** and uses their 600 point list; the other force are the hunters, or chasers, and use their 600-PLUS list. In case of a draw, dice off to determine the roles.

Both forces bring forward their artefacts garnered from the previous game. These must be allocated to models as described in the artefact rules, above.

Set Up

Terrain is set up as described in the core rulebook (*Antares*, p.138+) but with the exit area clear of any terrain. Two find markers are placed on the table where shown on the diagram – these can be investigated and picked up by either force.

Deployment

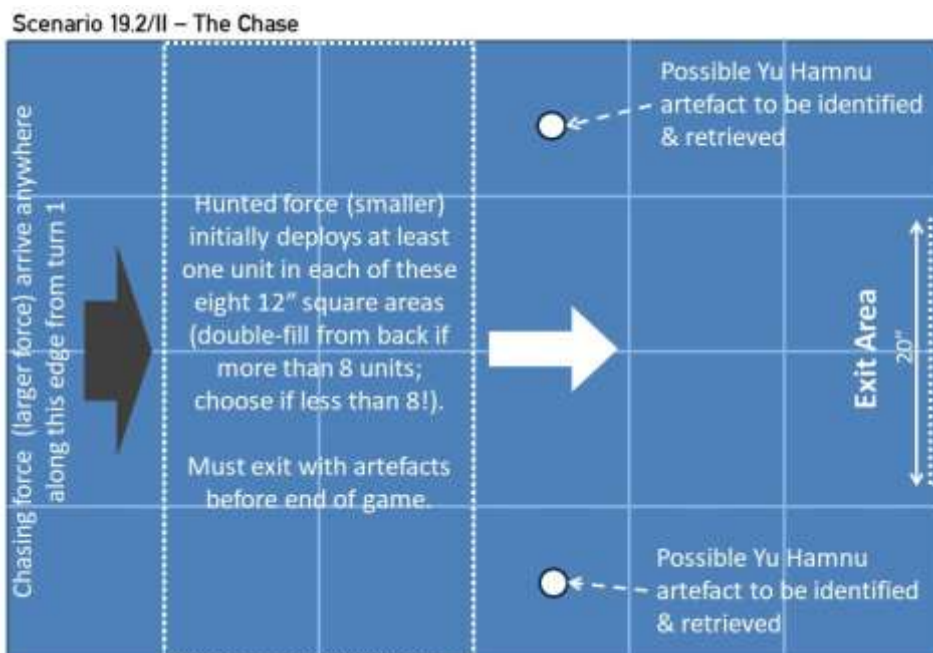
The Hunted are deployed in the eight 12" squares shown the diagram, at least 12" from the chaser's edge and up to the centre line. During the chase, the Hunted units have been dispersed: each 12" square can take only a single unit, though the hunted force chooses which **units** to place in each square. If the hunted force has more than eight units (unlikely!), fill all the squares first, then distribute the remaining units evenly in the already occupied squares, filling them in from the rear four squares closest to the enemy. Unit separation distance must still be maintained, as normal!

Units have been focused into the valley after being separated across a wide area. As a result, no Hunted can deploy embarked within a transport.

The attackers arrive from turn 1 at any point on the short table edge indicated. Arrival rules must be followed as normal (*Antares* rulebook, pp138+).

Objective

The objective is for the hunted to escape with as



many artefacts as they can and for the hunters to prevent this whilst picking up or retrieving as many as they can.

Game Duration

The game is played until six turns have elapsed or the Hunted have all left the table through the Exit Area. Then roll randomly to see if another turn is to be played (*Antares*, p.141).

Victory

Success Criteria	Victory Points Earned
Chaser: For each artefact possessed at the end of the game	+1 VP & +1 AP*
Hunted: For each artefact carried off the table via the exit point at the end of the game	+1 VP & +1 AP*
Both: Having more artefacts than the opponent at the end of the game	2VP

* Only artefacts in possession of the Chaser or carried off the table by the Hunted are counted and carried forward into the next game.

Designer's Notes

The key decision to be made in this game is whether or not to identify and analyse the artefacts before moving on. The Hunted can easily make the valley entrance and exit from the table in the time allotted, but have to move quickly to do so; in contrast, the chasers have a points advantage, may have more time to analyse the extra artefacts, but if they don't focus, will struggle to stop their prey from escaping!

SCENARIO 3 – ESCAPE TO VICTORY

Forces: 600pts, 2-player.

Having retrieved as many artefacts as possible, your force must now escape from the planet.

Unfortunately, atmospheric conditions are such that standard transmat homer devices are insufficient to gain a solid transmat lock, so industrial scale transmats are required. After an extensive search, your expeditionary force has located a trio of transmats in a settlement and is rushing to evacuate from the planet. Unfortunately, an enemy force is doing the same.

Set Up

Terrain is as normal, with three transmats or buildings along the centreline surrounded by clear areas at least 5" in depth. There may be other buildings on the table, but it is only the designated transmat buildings that can be used as orbital transmats to escape from the planet.

Deployment

No units are deployed at the start of the game. Instead, units arrive randomly on turn 1, rolling 1D6 to determine in which 12" zone along their baseline they arrive along a player's table edge (see diagram). Units can measure their arrival move from any point in the zone rolled.

Both forces bring forward their artefacts garnered from the previous game. These must be allocated to models as described in the artefact rules, above.

Objective

The objective is to escape from the planet via transmat. Large vehicles and troops have no choice but to be evacuated from transmats in the open or in buildings they can enter.

Game Duration

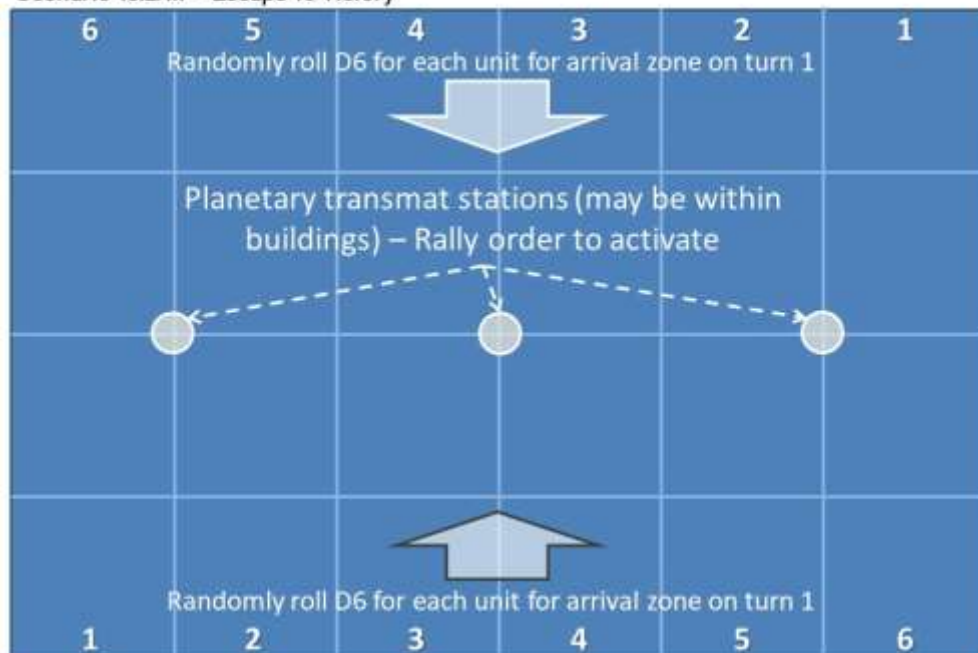
The game is played until six turns have elapsed or until the end of a turn in which either force has evacuated all their surviving units. Break points are ignored for this game other than for determining the level of success.

Victory

A maximum of five VP can be earned.

Success Criteria	Victory Points Earned
Evacuating any artefact	2 VP
Evacuating more artefacts than your opponent	+1VP
Evacuating all your surviving units before the end of the game	+1 VP
Evacuating all your force without being broken	+1 VP
For each artefact your forces evacuate. This will go towards your faction's final artefact score.	1 AP

Scenario 19.2/III – Escape to Victory



Special Rules

Activating the transmats

A transmat can be activated by any unit within the building in which it is located or by a unit on, or within 1" of the transmat. To activate, the unit need merely make a successful **Rally** order, is removed from the table, counting as having evacuated successfully, and has its order dice removed.

If there are other units **on** the transmat when the Rally order is made, they are also transmatted to the same location as the activating unit. If they of the same faction as the activating unit, all well and good – both units have escaped! If the incidentally transmatted unit is from the opposing force, then they are still transmatted to the ship waiting overhead but are captured and considered lost. In both cases, the unit's order dice are removed from the table.

SPECIAL – OVERPOWERED ARTEFACT

This is intended solely for those who want to try something separate from the main mini-campaign.

Forces: 600pts, 2-player, No OH.

Your forces race to seize or gather intelligence on one of the gate-tracking artefacts. Unfortunately, it is located on an ancient supply ship which is in a decaying orbit. What is worse is that the orbit's power plants are about to explode as the artefact has been drawing too much on the ancient plant's power cells.

Setup

A game mat is provided showing the interior of the crew section of an ancient, orbital supply ship (see diagram). Engineering sections show the power plants in bright blue and the bridge is the roughly triangular section to the far, right-hand edge.

The artefact has been plugged in at the major intersection behind the bridge.

Forces enter on opposite long table edges in either the yellow hashed airlocks. Note that the centrally-located airlock on either side has limited space: your units must fit within the airlocks!

All areas are considered clear of interfering terrain and all interior doors considered open.

Objective

Seize the artefact and gather as much intelligence about it as possible. Ideally, shutting down the power plants in the engineering sections would be useful as it would allow your engineers to analyse

the active power connections to the device.

Game Length

Until the end of a turn in which the artefact is removed from the ship through one of the airlocks, or six turns, whichever is sooner. If the game lasts six turns, check to see if a last-ditch effort takes place and roll a D6: on a roll of 1-3 the game ends; on a roll of 4-6 play one further turn.

If either power plant is still functioning, it overloads and explodes, destroying the orbital and everything on it!

Victory Points

A maximum of five VP and one Artefact Point (AP) can be earned.

Success Criteria	Victory Points Earned
Having more intelligence points than your opponent, irrespective of whether or not the ship explodes	1 VP
Retrieving the artefact before the ship explodes or before the end of the game	1 VP & 1 AP
Shutting down a power plant (each plant)	+1 VP
Surviving (i.e. the ship fails to explode)	1 VP

Special Rules

Intelligence Points

One Intelligent Point is earned at the end of each turn in which any of your non-drone and non-probe units is within 5" of the artefact, irrespective of who controls the artefact. Only one intelligence point can be earned by each force each turn.

Shutting down the Power Plants

A unit in the bridge can shut down either power plant by making a Rally order and declaring which power plant is being shut down.

A unit in an engineering section can also shut down the plant **in that section** by making a Rally order.

Retrieving the Artefact

The artefact can be picked up as described in the artefact rules, above.

Interiors and Corridors

The orbital map has corridors which may prevent movement of some figures. No



overhead weapon can be used within the spaceship. Corridor access limitations are:

- **1" Tight**, able to take probes, infantry up to 25mm bases and NuHu.
- **2"-3" Narrow**, open to infantry, beasts, light weapon drones, mounts and weapon teams with up to 40mm bases (e.g. Ghar suits, D2 drones and Tsan Ra); no **Rapid Sprint** or **Fast** movement.
- **4-5" Standard**, open to mounts and very light vehicles (up to Res 11, typically) normally on 50mm bases or less, which excludes transports in their Res 11 versions.