Battle City Games

present an Antares 2 Games Day

The Seventh Segment Wars

Saturday 8th June 2024

The **Seventh Segment Wars** is a games day for the second edition of *Beyond the Gates of Antares (Antares 2).* The latest rules and lists for the game are available from *Rules Central* at:

https://antaresnexus.com/rules/

with a list building app at:

https://antaresnexus.com/2022/07/29/antares-list-builder/.

If you are new to Antares, download the *Guide to the Universe* available from the *Rules Central* link, above. There, you will find more about the major political divisions on the surface of Antares, a gigantic nexus of interstellar and intergalactic transit portals, called 'gates'.

Background

One of the major factions on the surface of Antares is the PanHuman Concord. This is governed by a vast, interconnected set of highly advanced machine intelligences inextricably linked to hundreds of thousands of evolved humans: the NuHu. This network of intelligences is called the IMTel (**I**ntegrated **M**achine In**tel**ligence) and every planet and individual within its sphere of influence has instance access to all they need – whether knowledge, food, shelter, entertainment, learning… all you can imagine. It is as close to a post-scarcity society as one can get in a finite universe.

The Seventh Segment is a shard of the PanHuman Concord, a shard being a major political and administrative region. The Seventh greatly influences scientific development in the Concord as one of its minor divisions – the Aan Shard – has more than its own share of NuHu scientists. Over the past few hundred years, the NuHu of the Aan Shard have become arrogant and isolated in their citadels, pulled away from the Concord's IMTel and have been conducting highly controversial experiments on humanity. As a result, they have been outlawed. This has led to a number of mini-empires in the region, each ruled by one or more rogue NuHu; the local IMTel has been isolated and corrupted!

This factionalisation not only presents a problem for the Concord, but also for the rest of Antares. The peculiar, very alien species called the Vorl have seized the opportunity the weakness represents and are expanding – rapidly – into the Seventh Segment. The real problem is that the Vorl regard humanity as an

infestation, mere vermin who need to be eradicated along with their society and ecosystems. To this end, Vorl reseed all planets they capture with their own ecosystem, wiping out all native life before they do so.

This is unacceptable to the PanHuman Concord!

The Solution?

The Concord are on the back foot, their forces pressed not only by the peer-power forces of their 'Rogue' NuHu, but also by the highly-advanced Vorl. Faced with such a dangerous situation, the IMTel has come up with a dramatic situation: invite mercenary and expeditionary forces from those with whom they have allied in the past to help them.

It may or may not help that the Isorians, the arch-enemies of the Concord, are also sending their own forces to ~~make life difficult for the Concord~~ to save human lives – though they may also be hoping to reduce the Vorl threat. Moreover, the crafty Fartok, First Commander of the human-hating Ghar, has seen an opportunity for plunder and chaos and has sent his own legions to make what they can of the situation.

This means that players can play on one of three alliances, one of which will triumph on the day. The alliances are:

- the **Panhuman Loyalists** – in effect the forces of law and order;
- the forces of **Vorl and Disorder** (we'll try and avoid 'chaos', but you get the idea); and
- the **Opportunists**.

When sending in their lists, players should state which alliance their army is fighting for, though some armies have no real choice! Of course, if alliances are a bit one-sided we'll have to shift opponents around so we'll ask for a second-preference for alignment, too.

At the end, we'll announce which alliance has won!

Further details *can be found in the 'Army Lists' section, below.*

What can I expect?

Like all Antares 2 games days arranged through Tim Bancroft, this day is a chilled event, one that gently challenges through interesting game play and expects civility rather than focusing on overt competitiveness.

This matches in with BCG's ethos of friendly play – part of the reason Tim chose the venue!

In case you're a little hazy on the rules, Tim Bancroft and other experienced players will be on hand or playing to answer questions or even offer tips.

Of course, there are winners and losers – and prizes – but the best prizes are kept for those who make the day fun for others, or those who turn up with great looking armies. Prizes have been donated by Tim Bancroft, Jon Harrington, Rik Baker, as well as by BCG and Skytrex.

The real winner on the day, though, will be the alliance with the best overall score!

We'll have pizza available for lunch (please let BCG know about any dietary restrictions) and the shop stocks drinks and other snacks. You're welcome to bring along your own food, though, if you wish, and there are plenty of takeaways and shops in the nearby North End shopping area.

Attendance Cost

The event, including free tea and coffee, costs **£20**.

Payment should be made beforehand by booking through BCG.

Soft drinks can be bought in the shop and, at lunch, there are a lot of takeaways just round the corner on the main road in North End.

Where

We'll be upstairs at:

> **Battle City Games (BCG),**
> **Unit 6, Exchange House**
> **122-124 London Road**
> **North End**
> **PORTSMOUTH, PO2 9DD**

Whilst this is the postal address, BCG is actually located in STUBBINGTON AVENUE (see schematic, below).

Car parking

Behind the old department store, opposite BCG, is 'Stubbington Ave Car Park' (now BSURE roofing). Charges vary by time of day, and to the best of our

knowledge as of March 2024 are **£10.30** for a whole day, which is 7am to 3pm and 6pm to 8pm (no charge between 3pm and 6pm).

Portsmouth Area Schematic

The schematic shows the northern half of Portsmouth (strictly speaking, Portsea Island) plus the major roads along which drivers are likely to find themselves.
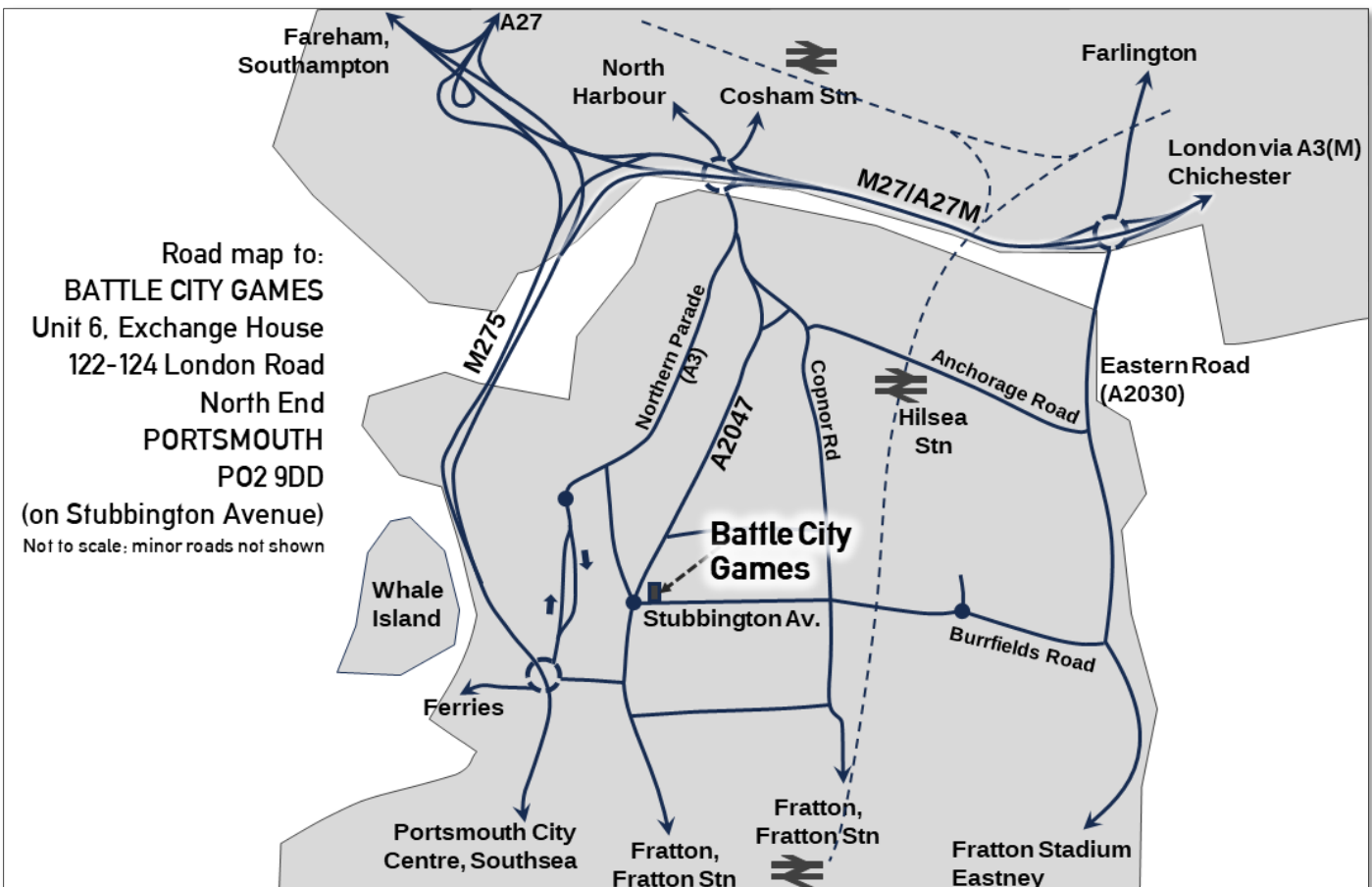
There are good bus services from Cosham and Fratton stations, but transfers from Hilsea station are less easy. There are plenty of shops and fast-food outlets in North End (see the roundabout at the end of Stubbington Avenue).

Registration/Gaming Times

Times are flexible, and we don't mind if players start earlier than stated providing the table is free, of course. However, we intend to do the following (see right):

Registration:	**09:00** (before this is setting up)
Welcome:	**09:15**
Game 1:	**09:30-11:30** – 60pt games.
Chat/Food:	**11:30-12:15**
Game 2:	**12:15-15:00** – Asymmetric 60pt vs 90pt games. Can start earlier if players wish!
Game 3:	**15:15-18:00** – Final 90pt game.
Awards:	**18:00-18:30** – this may shift a bit if players wish to keep going.
Pack-up:	**18:30+** – If you want to help, that's great – and much appreciated – but do be careful: all terrain fits without impacting the lids and often it's like a jigsaw! Terrain boxes will be under each table (for those who've been to other Antares Days, note: *Tortured Moon* is now BCG's).
Afterwards:	Tim will be going somewhere to chill. Yes, *somewhere*, just so long as it doesn't require cooking. It's possible we could form a small possé and go and have a chat or even beg BCG if we could get a takeaway and talk upstairs.

Road map to:
BATTLE CITY GAMES
Unit 6, Exchange House
122-124 London Road
North End
PORTSMOUTH
PO2 9DD
(on Stubbington Avenue)
Not to scale; minor roads not shown

GAMING DETAILS

The scenarios which we'll be using on the day are all outlined on the following pages. As ever with Tim's more relaxed events, you won't know which scenarios you'll be playing until the day: for each slot there are two different scenarios and they are assigned randomly. This means an adaptable force will be best!

We'll hand out score sheets for each scenario and will sort out any odd fractions, percentages and such.

ARMY LISTS

Players must come with their own Antares 2-compatible army (though there are limited loan armies) and two lists, as follows:

- **a 60-point FL 1 force** to be used in game #1 and possibly as the defender in game #2;
- **a 90-point, FL2 force** to be used in game #3 and possibly as the attacker in game #2.

Players must also state an Alliance to which their army belongs (see below): most armies are limited as to Alliance and Concord and Freeborn have selector limitations in that Alliance with which they must comply. The two lists need not contain the same units but must come from the **same** selector and Alliance.

Loan Armies
There are a few loan armies, including Vorl. If you need one of these we recommend you contact Battle City Games as soon as possible, stating your first, second and third choices and we'll try and match what you'd like. Exact list content might need to be constrained, though!

Dave Horobin wrote up a background to each factions motivations, reproduced here and in the terminating callout.

The Breakaway NuHu of the Aan Shard

The Aan Four Nuhu believe they have developed further than the – to them, decadent and weak – NuHu in the core of the PanHuman Concord. They have expanded their own capabilities and improved their own IMTel to focus on developing the panhuman stock to drive the species to an even greater utility. The only hindrance to further expansion is the amount of time taken for the nanospore to integrate from one system to the next, carried mainly by local shipping.

It would be far quicker to have the denizens of humanity receive the superior IMTel upgrade and distribute this across the Antarean surface when they returned to their main Concord patrol routes. But what could be considered so terribly ominous to the safety of the local region that it would trigger security protocols to be enacted, drawing priorities from other threats?

To the Aan Shard NuHu, the answer was nearby and obvious: the Vorl.

The Vorl Ordo were actively testing the defences of the region, but a decade of stalemate had left the borders reasonably static. But what about some re-routing of defensive forces and the occasional 'leak of patrol manifests and security arrangements? If a few, unscrupulous Freeborn were made aware of such weaknesses, especially if they dealt with Askar, would not the Vorl get wind of such arrangements and create the potentially existential threat the local C3 could not ignore?

The risk was the Vorl being too successful. If that were the case, then a few sacrificial systems would turn into many hundreds – which must be prevented. But maybe, the unimaginative Ghar could be easily led into destabilising the area, too? A few ships could engage their destroyers, flee in the face of overwhelming firepower, and then draw the Ghar down, through the Determinate into some supposedly undefended, sacrificial systems…

…which had already been baited to encourage the Vorl to attack. The Aan Shard forces could then just wait until the Ghar and Vorl exhausted themselves, making a potentially dangerous situation a mere mopping up activity. And once it was all over, the Aan Shard nanospore would circulate around Antares far faster than that of the Concord or Isorian IMTels.

It would take years in the making, but the NuHu think in long timescales. They made it happen…

Ordo of the Ravening Claw

Strong warriors are respected; victory proves strength. But there had been too few victories for the Nest-Matriarch of the Ravening Claw. But of late, from a small region that had previously been a quagmire, there are reports of a number of advances: new territory is being recovered and re-seeded for civilization.

Such information has been provided by the Askar who, though excellent warriors, are not known for their detailed reconnaissance skills.

It was a trap; the Nest-Matriarch knew it was a trap, one into which she must step. Within the trap, she must suffer the burden of the consequences and use the unity of will from the Vorl to break the trap and strike the ultimate victory.

Besides, if there is no victory soon; then she'll be dead from a successor's challenge anyway. The Ravening Claw must seize the opportunity and hope that other Ordo do not follow in their footsteps…

Permitted lists and selectors

Your 60- and 90- point lists **must** come from any of the selectors given in the latest A2 list supplements: Freeborn, Boromite, Concord, Isorian, Ghar, Vorl, Algoryn, and Virai. Further, a pure **Feral Horde** list may be used. By 'selector' we mean a specific type of army within a faction, such as '*Concord Drop Force*' or '*Concord Strike Force*', not just 'Concord'. The selector **cannot** be changed between games and mixed forces **cannot** be used: a force must come from a single list and single selector within that list.

We do encourage painted armies. We'd also prefer figures to come from the official Skytrex Antares range, but there is some latitude on this for specialist roles in Freeborn forces. Of course, there are few official 'feral' figures, so we'd love to see a colourful feral army! The **Feral Horde** list can be found at the following link:

https://antaresnexus.com/2023/02/25/odd-lists-the-horde/

Characters and Mercenary Units

Special characters and Mercenaries-for-Hire (such as Hükk) can be used (see *Playing the Game* and the *Freeborn Army List*), excepting that **Askar can only be used by a Vorl force**. Vorl will not hire human mercenaries other than Hansa Nairoba (no Bovan).

Selecting NuHu

Given the nature of this conflict, a NuHu squad is added as an **optional core unit** to any army that can take NuHu. All armies must still otherwise be valid.

Note that some Disorder lists *must* have a NuHu.

NuHu Selection Example

A 90-point Concord Strike force at FL2 should have two Strike Squads plus two more from Strike Squad, Strike Command or C3D1. Whilst the force must still contain at least the mandatory two Strike Squads (@10pts each), it could include a NuHu Mandarin unit (15pts) as an optional core unit along with another optional core unit, most likely a C3D1 drone (7pts). This leaves 48 points to spend on the other units in the selector.

Alliances

Along with their list, a player must state their army's Alliance from the three available: **Concord Loyalist**, **Vorl & Disorder** or **Opportunist**. Each Alliance imposes selector and/or unit limitations, as follows.

Concord Loyalists

The forces fighting alongside the Concord are:

- **PanHuman Concord**, any selector;
- **Freeborn, Vardosi** selector;
- **Algoryn Prosperate** expeditionary force, any selector;
- **Boromite Clans**, any selector (mercenaries);
- **Feral Horde** (mercenaries or native defenders).

Vorl & Disorder

The forces opposing the Concord can be:

- Rogue Ahn Shard **PanHuman Concord**, any selector, but **must contain a NuHu** to ensure the shard is not overcome;
- **Freeborn, Rogue NuHu** selector;
- **Vorl** – do pick the name of your own Ordo!

Opportunist Factions

The opportunists are not strictly speaking allies, as each are out for their own advantage. They could face the Loyalists or forces of Disorder. They include the following army lists:

- **Isorian Senatex**, any selector (fighting to recruit more worlds and protect their IMTel);
- **Ghar Empire**;
- **Virai Dronescourge**, either selector.

List Deadline

09:00 25th May 2024

Please send your lists to antares@timbancroft.me.uk by the above date/time. Correct lists sent in by then will earn a bonus faction point but it is best to send in a list *well* before then so we can check it over and get back to you for corrections. Please don't turn up on the day with an unsubmitted list as it will most likely delay play for you and your opponent whilst we check it over.

When providing your list, give the units and cost, with upgrades and their cost, **and** the total list cost. Display any Army Options you've taken, too. Jamie's list builder output is fine!

SCENARIOS

These scenarios have been written or tailored for the *Seventh Segment Wars* and Battle City Games: BCG has 5'×4' tables, so this is the size set for the scenarios..

For control rules and deployment guidance, refer to the second chapter 'How to Play' in *Playing the Game*, particularly from p.13 onwards.

In places, we have reproduced building and embarkation rules (*V2.11R*) for easy reference.

Victory Points may change on the day, depending on any optimisations we find in April and May.

Deployment Command Checks

Some scenarios ask that players make a **Deployment Command Check.** To do so, each player makes a Command check using the Co of any single model in their force. The model used must be stated before the dice are rolled and need not be the model with the highest Co.

The winner is the player with the highest success. If both players succeed with the same result (say both rolled a 5), then reroll against the same model's Co until one wins.

SCENARIO 1: RETURN TO BASE
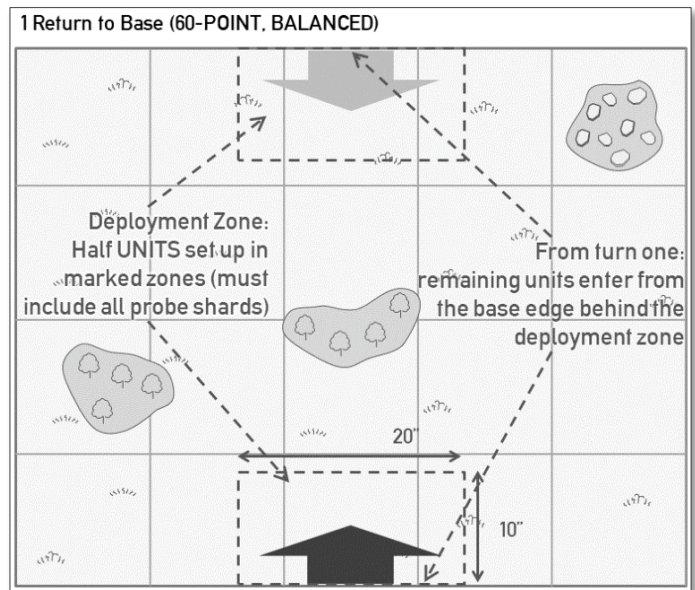
Forces: Balanced 60pts each

Your forces are returning to base after a series of atmospheric explosions cause a severe comms blackout. Whilst doing so, you unexpectedly come across an opposing force. You must get home!

Setup

Dice for which long table edge each player uses as their base edge. Then make a **Deployment Command Check** (see above): the loser has to deploy their units first.

Deployment

Both forces deploy ½ the units in their force (round up), including all their probes, within a centrally aligned box 20" and 10" deep. *For example, if a force has 2 probe units and four infantry units, they would*

1 Return to Base (60-POINT, BALANCED)

Deployment Zone: Half UNITS set up in marked zones (must include all probe shards)

From turn one: remaining units enter from the base edge behind the deployment zone

20"

10"

deploy both probe units and one infantry unit: the remaining units come on in turn 2.

The remaining units arrives from the central 20" of each force's table edge in **turn one**: there is no need for any Command checks to do so.

Objective

Escape as many units as possible off the opposing table edge. This may be anywhere along your opponent's table edge, not just in their deployment box.

Game Length

The game lasts six turns or until all the scoring units in either force are no longer on the table.

Victory Points

All probe units are ignored in assessing scoring. Break Points are ignored in this game.

No side can score more than 6VP.

Success Criteria	VPs Earned
To any force escaping at least a single infantry or weapon team unit off the opposing table edge	1 VP
To the force escaping the greatest proportion of their order dice off the opponent's table edge	+2 VP
To either force for each ¼ of its order dice escaping off the opponent's table edge	+1 VP

SCENARIO 2: OUT-MANOEUVRED

Forces: Balanced 60pts each

With the orbital battle at a stand-off, it falls to the infantry to make a difference. Your force has been tasked with gaining ground the old way – driving out the enemy and gaining control of a few, key positions.

Setup

Lay out the terrain as normal, then place four markers representing critical areas of interest ("control markers"). Two should be placed on the centre line of the table, each 6" in from the side table edges, and two should be placed 12" in from the centre of each player's long table edge.

Deployment

Dice for which long table edge each player uses as their base edge. The draw and deploy as normal (see *Playing the Game*, p.13): both forces deploy their units within 1M of their own table edge.

Objective

Gain control of the battlefield. Important locations on field are indicated by the control markers. Control radius is 5", for contested or full control.
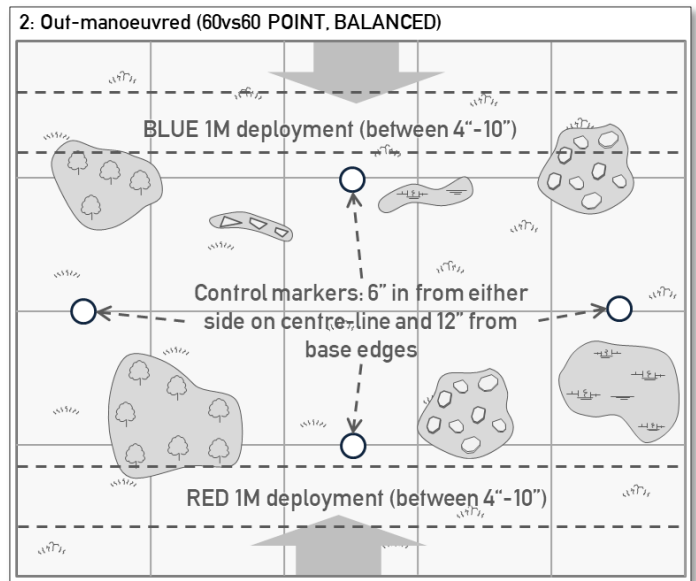
An important variation from normal control rules (see *Playing the Game*, p.15) is that once an objective is fully controlled by one side it still counts as being fully controlled even if the controlling unit moves away or is destroyed until any other type of control is established: it helps to place a spare order die on the marker to indicate such control. Of course, with no-one in range to contest control, the marker can be easily controlled by an enemy unit! Similarly, some unit types can contest control and this can happen to a previously controlled marker. In such situations, just remove the 'controlled by' die.

Game Length

The game lasts six turns.

Victory Points

Be aware of units that can exert full/sole control: infantry, weapon team and beast units with a surviving handler. Break Points are noted for scoring purposes but not for end-of-game.

2: Out-manoeuvred (60vs60 POINT, BALANCED)

BLUE 1M deployment (between 4"-10")

Control markers: 6" in from either side on centre line and 12" from base edges

RED 1M deployment (between 4"-10")

No side can score more than 6VP or less than 0VP.

Success Criteria	VPs Earned
In full control of a marker	1 VP ea.
Being broken	-1 VP
Controlling the marker closest to your opponent's table edge	+1 VP
Having full control of all markers	+1 VP

SCENARIO 3: FIGHTING RETREAT

Forces: Asymmetric 60pts Defender; **90pts** Attacker.

With their forces in disarray from previous conflict, the losers have left a rearguard to ensure the majority of forces can evacuate. The attackers are in hot pursuit, however but have become spread out.

(Though this is heavily modified, thanks to Andy Patrick for the original version of this scenario)

Setup

The table will have three objective markers: one on the table centre line, roughly 2' in from the attackers short table edge (Objective T/Tango), one whose centre is 10" from a corner (Objective C/Charlie), and a third roughly mid-way between each (Objective M/Mike). The sides closest to the corner objective are the **defender's** table edges; those opposite are the **attacker's** table edges. The rest of the table will have a mix of terrain. Refer to the Notes section for suggestions on marking control of these objectives.
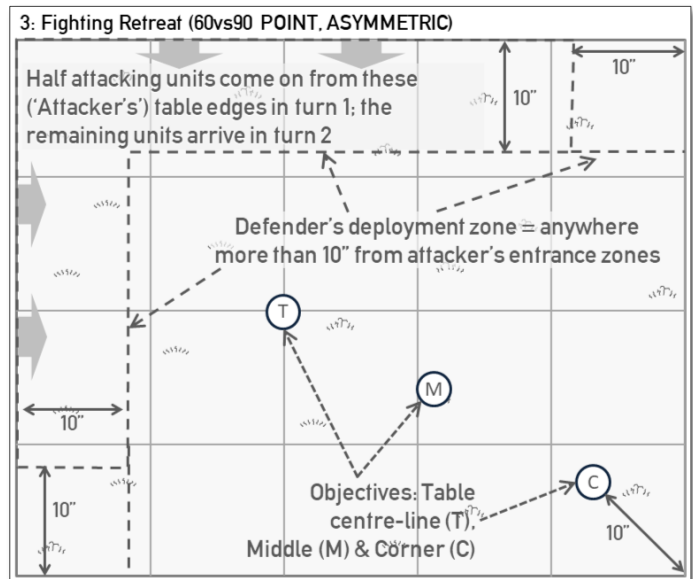
Deployment

The defender in this scenario is the player who **lost** in round one or who had the least VP of the pair from round one. Otherwise, make a **Deployment Command Check** (see above) and the loser is the defender. The defender uses their 60-point army, the attacker their 90-point force.

The defender deploys first, anywhere on the table providing they are more than 10" from the two attacker's table edges. The defender starts the game counting as being in **full control** of all three objectives until such time that an attacking unit contests control.

Half the attacker's force arrive in turn one from either of the table edge opposite the defender's line of retreat, but not within 10" from the defender's two table edges (see diagram). In contrast to normal arrival rules, **all units must make Arrival Test Co checks** in order to arrive on-table, but with **a bonus of the current turn** (*so the arrival test on turn one is unit's Co+1, on turn 2 it is unit's Co+2, and so on*).

The remaining units can test to arrive from turn two, making the same Arrival tests.

3: Fighting Retreat (60vs90 POINT, ASYMMETRIC)

Half attacking units come on from these ('Attacker's') table edges in turn 1; the remaining units arrive in turn 2

Defender's deployment zone = anywhere more than 10" from attacker's entrance zones

Objectives: Table centre-line (T), Middle (M) & Corner (C)

Objective

Be in full control of each of the objective markers, representing the advancing force's expanding area of control and the defender's ability to slow them down.

Game Length

The game lasts: six turns, or until the end of a turn in which the attackers have control of all three objectives or are wiped out. The game also ends when both players agree that a stalemate has been reached. It is worth noting that objective markers could be regained by a diligent defender or lost by an attacker who has insufficient forces to retain control of an objective.

Victory Points

The Attacker's Break Point is only noted for scoring purposes and not towards game end: the Defender's Break Point is ignored. VPs are gained by having **full** control of an objective marker (see p.15 in *Playing the Game*: control radius is 3"). Each side scores objectives differently, as follows.

No side can score more than 6VP.

Success Criteria	Defender's VP	Attacker's VP
Being in full control of the central objective (T).	2 VP	1 VP
Being in full control of the mid-way objective (M).	2 VP	2 VP
Being in full control of the corner objective (C).	2 VP	3 VP
Opponent is Broken	2 VP	0 VP

Marking initial control

To help with noting control at the start of the game, it may help to place a suitable infantry model or counter (or spare order die) on the objective markers to indicate the **Defender** is in full control of the objective, irrespective of the presence of one of their units. When an opposing unit establishes control, just remove the model/counter/die.

Once control has been contested, normal control rules apply: once the markers are removed, an objective is **only** controlled if there is a controlling unit within control radius of the marker.

A note on arrival tests

The Arrival Test modifier of '+current turn' is intended to represent the haphazard nature of the chase without disadvantaging the attacker too much. Most units have a good chance to arrive by turn 3 but the test also presents a tricky decision for the attackers: though they outnumber the defender, the risk of delayed arrival means the choice of first arrivals is critical.

Sprinting infantry can make it across the table to Objective Charlie in three turns, and bikes can do so in two. Making such a commitment early, however, may result in isolated units facing too many defenders; leaving it too late may mean losing control of the objectives.

SCENARIO 4: A HASTY DEFENCE

Forces: Asymmetric 60pts Defender; **90pts** Attacker.

The retreating forces manage to create just enough time for their rearguard to create a defensive position. The rest of their forces are reassembling behind the lines, forming up to launch a counter-attack. All the defenders have to do is hold on long enough…

Setup

The terrain is set up as normal but with at least 5" between the edge of each terrain piece (if there are any closer to each other, then move them apart). Having done so, the defender then places three **defensive position** markers, which may represent quick dug-outs (even Concord entrenching tools work quickly due to being based on compression technology) or kinetic barrier domes.

Deployment

The defender in this scenario is the player who **lost** in round one or who had the least VP of the pair from round one. Otherwise, make a **Deployment Command Check** (see above) and the loser is the defender. The defender uses their 60-point army, the attacker their 90-point force.

The defender deploys first, anywhere in their own half of the table, including in the defensive positions.

The attacker's units then deploy within 5" of their own table edge.

Objective

For the attacker to pin the defender in place whilst moving as many units as possible off the defender's table edge; the defender has to stop this or break the attacker.

Game Length

The game lasts six turns, until either side is destroyed or until all the remaining attackers have left the table.

Victory Points

Break Points (half strength in order dice) are noted for scoring purposes but do not count towards end of game. If the last on-table, attacking unit is destroyed, score for the defender as if the remaining turns had been played.

4: A Hasty Defence (60vs90 POINT, ASYMMETRIC)
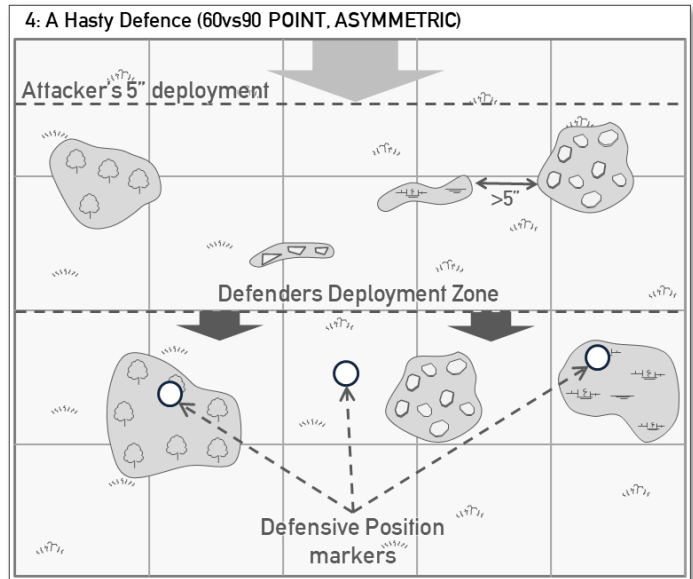
No side can score more than 6VP.

Success Criteria	VPs Earned
Defenders Only: For each turn the defenders prevent a non-probe attacking unit escaping off the defender's table edge	1 VP /turn
Defenders Only: Breaking the attackers	3 VP
Attackers Only: Each non-probe order dice the attackers manage to escape off the defender's table edge	1 VP ea
Attackers Only: Breaking the defenders	+1 VP

Special: Defensive Positions/Kinetic Domes

The area within 3" of the centre of the defensive position markers is considered to be protected by a dugout or protective field (a kinetic barrier dome). Any unit which has the majority of its models within the protected area receives the benefits of being **DOWN** in response to enemy fire, even if they have another order (don't change their current order dice, though). Note that chargers or counterchargers **cannot** receive this benefit!

Special: Scoring

'Escape' scoring occurs on a turn-by-turn basis: if the defender's break up the attackers formation, then they have achieved part of their aim. This means that the defenders will often manage at least 2-3 VP.

Only whole units can be scored: a unit has not left the table if any of its models lack the movement to escape. This means measurement of individual model's movement is important.

SCENARIO 5: EVACUATION!

Forces: Balanced 90pts each

Despite their best efforts, the forces of chaos and disorder have established a foothold large enough to deploy their biocides. Your job is simple: evacuate as many as possible from a surviving settlements before the enemy destroys the occupants.

With thanks to Jamie Morris. 😊

Setup

The game is played lengthways on a 5'×4' or 6'×4' table.

Normal amounts of terrain are placed (e.g. at least 10 full-sized-equivalent items on a 5'×4' table). In addition, **four** to six buildings are placed. Large building models may be split into two, smaller residences each of which counts as a separate building for evacuation and damage. Excluding buildings, there must be a minimum of 5" between each item of terrain. Obscuring or blocking terrain must be placed between the attackers table edge and the closest two or three buildings and it is recommended terrain is placed to make firing lanes awkward for the attacker.

Half the buildings are placed approximately 25" from the attacker's short table edge, at least 5" from the side edges, and half approximately 15-20" from the defender's short table edge (grid squares 3-y to 4-y). Ideally, they should be 12" apart. Doorways should face inwards.

This setup sounds precise – and the map looks crowded with annotation – because setup for this type of 'destruction' scenario can be easily misjudged for some forces.

Deployment

Players will be told their attacker/defender roles on the day, otherwise the attacker should be the force allied to Disorder or the Opportunists. If both forces are Opportunists, then the defenders should be Isorians. Otherwise make a **Deployment Command Check** (see above).

The defenders begin the game with their force already deployed within 10" of their own, short table edge.
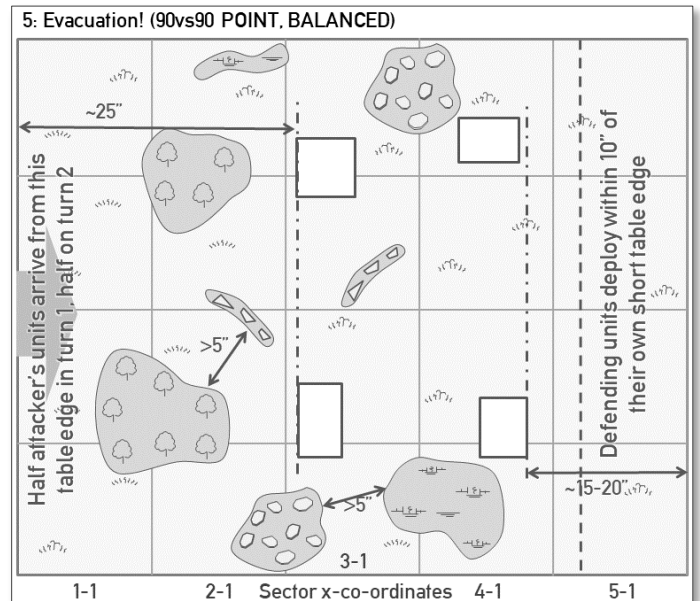
5: Evacuation! (90vs90 POINT, BALANCED)

The attackers move half of their force onto the table in turn 1 from their own, short table edge with the rest arriving from turn 2. No test for arrival is required.

Objective

The defender must evacuate the remaining citizens from the buildings in the settlement; the attackers must prevent such evacuation, possibly by destroying or occupying the buildings.

To represent the number of evacuees, the defender scores 'evacuation points' for each turn they are in full or contested control of a building.

Game Length

The game lasts six turns or until all the buildings are destroyed.

Scoring

The Attacker's Break Point (half strength in order dice) is noted for scoring purposes but does not count towards end of game; the Defender's break point is ignored as they are desperately trying to evacuate the settlement!

The defender accumulates 'Evacuation Points' (EPs) at the end of each turn they are in full or contested control of a building – one per building so controlled. Keep a running total of these and score ⅓ VP for each at the end of the game.

No side can score more than 6VP or less than 0VP. If one scores higher than 6, reduce the score of both

until the highest is at 6. *For example, a score of 7-4 is reduced to 6-3; a score of 7-0 is reduced to 6-0.*

Evacuation Points (each turn)

Evacuation Points - Earn Criteria each turn	EPs Earned
Defenders Only, at the end of each turn: Being in contested or full control of a building	1 EP

Victory Points (at end)

Victory Points - Success Criteria	VPs Earned
Defenders Only: Evacuating residents	⅓×EPs
Defenders Only: Breaking the Attacker	2 VP
Attackers Only: For each building from which NO evacuation occurred (such as destroying a building before any occupants are evacuated!)	2 VP ea
Attackers Only: Destroying a building otherwise	1 VP ea
Attackers Only: Destroying **all** the buildings	+1 VP

Special: Buildings

The more buildings there are, the easier it is for the defenders to win! Four buildings works well on a 5'×4' table, with five making it a bit easier for the defenders, whilst six should only be used on a 6'×4' table.

Damaging Buildings

The buildings have a damage threshold of **5** and a total damage value of **30**. Individual walls have a damage value of **20**. Wall damage still counts towards the total damage on the building and shots against a building may also cause collateral damage to any units inside (see *Core Rules*, p.47).

Access to Buildings

Doors do not present a barrier: units can move into a building through doorways as if they were clear terrain. Doorways can only take models up to Medium size (Ghar battlesuits just knock holes in the doorframe on entry!).

A breached wall (damage total exceeds 20) allows units to directly enter the building through the breach.

Controlling Buildings

Control of a building is only established by having a controlling unit **within** the building (see *Playing the Game*, p.14, for controlling units). **Once control is established**, place a coloured marker or spare order

dice of the same colour as the controlling or defending force (if contested) within or on top of the building.

Control remains when a unit leaves the building until claimed by the enemy (so if a unit leaves a contested building then the enemy immediately reclaims it as it is no longer contested!).

Evacuation Points (EPs)

When the defenders enter a building it is assumed they immediately decompact transmats to allow the occupants to escape to an orbital; in contrast, attackers destroy them to prevent such escape!

The defender accumulates evacuation points for controlled building at the end of each turn. A building that ends a turn under the **defender's** sole control scores EPs for the defender (contested control suggests a ferocious, frantic melee being fought to protect and evacuate the civilians inside).

Game Note: The civilians within the building effectively make a Rally order at the end of their turn to activate the transmats to be sent to the transport in orbit; there is no need to track such activity, however.

Day Note: Players will be given scoring chits to track damage on each building!

SCENARIO 6: REFUGEES RUN!

Forces: Narrative, Balanced, 90pts each

The citizens of Hometown are aware of the oncoming hordes – and are acutely aware of what will happen to them if they stay. Many have escaped, but are now taking refuge in the last buildings at least partially intact – but with artillery and biocide barrages, they have dared not continue their journey. Then there is quiet: the barrage lifts; friendly troops dare to come to protect the refugees. One by one, the refugees stream towards safety.

Note: This is a complex scenario for new players and still requires significant testing. If a player is uncomfortable with this scenario, use scenario 5, instead.

Setup

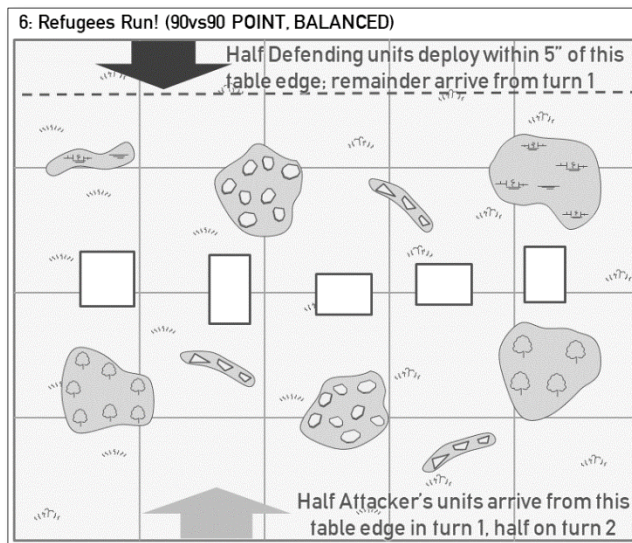The game is played widthways on a 5'×4' or 6'×4' table.

Normal amounts of terrain are placed (e.g. at least 10 full-sized-equivalent items on a 5'×4' table). In addition, **4-5 buildings**, intact or ruined, are placed on the table centreline, biased towards the Defender's edge, preferable one in each 1' segment (see diagram). Large building models may be split into two, smaller buildings each of which counts as a separate building for evacuation and damage and should straddle a segment. Doorways should face the Defender.

Obscuring or blocking terrain must be placed between the attackers table edge and the majority of the buildings and it is recommended terrain is placed to make firing lanes awkward for the attacker.

A number of civilian models are recommended, though counters, pebbles or markers (provided for at BCG) can be used to avoid confusion.

Deployment

Players will be told their attacker/defender roles on the day, otherwise the attacker should be the force allied to Disorder or the Opportunists. If both forces are Opportunists, then the defenders should be Isorians. Otherwise make a **Deployment Command Check** (see above).

6: Refugees Run! (90vs90 POINT, BALANCED)

Half Defending units deploy within 5" of this table edge; remainder arrive from turn 1

Half Attacker's units arrive from this table edge in turn 1, half on turn 2

The defenders begin the game with half of their force within 1M of their own, short table edge; the rest arrive from that edge in turn 1. Infiltrators do **not** get a free move and cannot place mines and **snipers** cannot be placed before the game starts.

The attackers move half of their force onto the table in turn 1 from their own, short table edge with the rest arriving from turn 2.

No test for arrival is required for either force.

Objective

The defender must run refugees off their own table edge (refugees may be in transports but refugee-laden transports cannot return); the attackers must prevent this.

Game Length

The game lasts six turns or until no more refugees can escape or be generated. If there are refugees on the table at the end of the turn six, play one more turn to see if they escape.

Scoring

Break Points are ignored for this game other than for scoring.

The defender accumulates victory points whenever a refugee (refugee marker) leaves the table from their own, short table edge. Keep a running total of these.

No side can score more than 6VP or less than 0VP. If one scores higher than 6, reduce the score of both

until the highest is at 6. *For example, a score of 7-4 is reduced to 6-3; a score of 7-0 is reduced to 6-0.*

Victory Points

Note that the Attacker starts the game with VP and have this total reduced, as shown in the table, below.

Victory Points - Success Criteria	VPs Earned
Defenders Only: For each Refugee escaping off their own table edge	⅓×Refugees
Defender Only: Breaking the Attacker	1 VP
Attackers Only: (Starting VP)	5 VP
Attacker Only: Breaking the Defender	2 VP
Attackers Only: Per Refugee escaping off the Defender's table edge	minus ⅓ × Refugees

Special: Refugees

Whenever a non-probe unit of the **Defender** is within 5" of an extant (not destroyed) building or ruin it can make a **Rally** order to encourage a Refugee marker to leave from that building's rearmost doorway, window or access point: place the Refugee marker by the egress. This occurs irrespective of nearby attacking units. A single unit can only trigger Refugees from a single building in a turn and only a single Refugee may leave any single building on a turn.

Refugee markers are regarded as Defender's infantry. **Narratively**, Refugee markers count as 1-2 actual people (parent and child, perhaps) plus what little possessions they still have. Each marker only counts as a single refugee, though.

Refugee movement

In the end phase of each turn, surviving Refugee markers make a RUN move directly towards the Defender's table edge. Refugees have M5 but RUN each turn (10") and only have half movement through **any** difficult terrain.

Refugees may run towards and embark within a waiting transport (see below) within move reach (see p.37, *Core Rules*) and must alter course to keep at least 5" from an enemy unit: circumstances may mean they end up hovering by the escape route!

Firing at Refugees

Sad to say, warning shots may be fired at refugees: treat this as normal shots at a medium-sized infantry target. Any successful 'hits' causes a Refugee to go to ground: remove the refugee marker from the table. If

two or more markers are within unit cohesion distance of each other (1") then they count as a unit and shots must be divided amongst each, as normal.

Waiting Transport

A 'waiting transport' is one that has space to take a refugee: as soon as it is full, it is not a 'waiting transport'.

A Refugee marker takes two transport slots. *For example, a C3T7 transport could only take 5 refugees (10 Transport slots).*

A transport can escape from its own table edge with refugees inside. Having done so, it cannot return but does not count as being lost (any other unit leaving the table counts as being lost).

Special: Buildings

Buildings may be partially ruined, but still count as buildings for the purposes of this scenario.

The more buildings there are, the easier it is for the defenders to win! Four buildings works well on a 5'×4' table, with five making it a bit easier for the defenders.

Damaging Buildings

Irrespective of their starting state – partially ruined or standing – all buildings have a damage threshold of **5** and a total damage value of **30**. Individual walls have a damage value of **20**. Wall damage still counts towards the total damage on the building and shots against a building may also cause collateral damage to any units inside (see *Core Rules*, p.47), though not to refugees.

Access to Buildings

Doors do not present a barrier: units can move into a building through doorways as if they were clear terrain. Doorways can only take models up to Medium size (Ghar battlesuits just knock holes in the doorframe on entry!).

A breached wall (damage total exceeds 20) allows units to directly enter the building through the breach but also counts as a new access point for refugees.

Seventh Segment political reactions, continued…

The Algoryn High Council, Speaker's Summary

The Concord have asked for help, for an expeditionary force. Ordinarily, I would recommend declining such a request but the situation is… interesting. We're not directly helping the Concord but exploiting the opportunity to analyse a threat that we have yet to face and there is a possibility we can retrieve new weapons and technology for the SD to retro-engineer. We can ensure that contact with our 'allies' is minimal, with little risk of the same level of cross contamination from the appalling Xilos debacle.

So, a force is recommended. But be wary of a recurrence of the Xilos situation: we cannot repeat such an error.

Boromite Clans and Guilds

One voice could be heard above the babble of noise in the Boromite bar. "Fighting happens. It's whoever has the valid claim once the dust settles. And if you're not in it at the right time, there's no rich seam for you. The contracts were ours."

The response was immediate. "We'll take it back. The Crimson Drillers will be the only clan in the region, regardless of what happens. B'sides: the Concord are paying for mercs to help them."

Mugs clinked. "Let's get paid doing what we want to do!"

PanHuman Concord IMTel

```
+++ IMTel RECORD 7SAS167330-490B.

 DroneMI Aan-167330 recognises increased threat activity in Aan sector, subject Vorl. Routing
 emergency security protocols to region immediately.  Preparation for engagement in excess of
 risk category 95 – nine five – plus.  +++

+++ RESPONSE 7SAS167330-490B-1. Secure protocol in force for tier 256 and above only.  +++

+++ RESPONSE 7SAS167330-490B-1-1. Determine source of fluctuations in nanospore. +++

+++ RESPONSE 7SAS167330-490B-1-1-1.

 Initial sample rated threat level LAMBDA. Probability Panhuman node Josen source of relevant
 intuition and spontaneous insight nine-seven quanta. Despatch if available. +++
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Virai

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ASSERT TRUTH: Evil is a biological concept.

ASSERT TRUTH: Heroism as defined by self-termination is a waste of resource.

IMPERATIVE: The hive must survive.

ASSERT TRUTH: Expansion increases hive survivability.

NORMAL OPERATION: Gather resources to expand.

*** Hive process INTERUPT.

 THREAT TRIGGER: Biological instances encountered.

 HISTORICAL ANALYSIS: Excessive biological instances threaten hive survival.

 IDENTIFIED REACTION: Eliminate biologicals.
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Freeborn

Whilst some Freeborn pity the plight of the manipulated panhumans in the Aan Shard, there is no "evil" in Antares. Although there is the occasional antagonist that is in it for themselves…

"I've never missed an opportunity to make a profit in my life. These old fools, parting with their funds. I know what they are up to, destabilising the region. So long as they keep paying me, I can keep exploiting the economic situation to my favour. After all, any conflict can be good for business."

Musing of Senatexis Aya'anehr Isoriym

"Though they are our brothers and sisters, the Aan Shard NuHu have fallen too far into the arrogance that can beset us all: they should be allowed to fail. But in their rebellion, they show the Concord is weak, and such weakness threatens our borders. We must act."

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[Recording paused]
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"Besides, in the chaos of war, it becomes easier to sow our own, superior nanosphere or even rescue millions who would become eager to please their saviours. Action becomes an imperative. IMTel: Design and despatch a new, Southern Army Group. We must take advantage of the Concord's misfortune."