

AUGUST 2017

BEYOND THE GATES OF ANTARES

OFFICIAL V2 ARMY LISTS

The latest V2 versions of the Beyond the Gates of Antares army lists are now available from the Warlord web-site as download pdfs. These V2 lists replace the V1 lists, including the new units and equipment introduced in the Chryseis Shard supplement.

### **V2 Army Lists Commentary**

As always we've taken the opportunity to revise and correct some of the points values. The key changes are summarised for each army list in the following sections. There are a couple of things that are worth covering up front, as they apply to more than one force.

#### **Transporter Drones and Vehicles**

One of the big changes in the Concord, Isorian, Freeborn and Algoryn lists is to make transports available as support options. I've done this because the limited number of strategic options has tended to mean the better armed drones and vehicles are taken out of preference, and that meant that the transporters were all too often ignored as an option. I've added the transports to the support choices tied to the number of core infantry units in the force, so where an infantry unit is included a transport can now be included as a support choice. Additional transporters can still be taken as strategic choices as before, a necessary provision as some selectors don't necessarily allow infantry choices.

To facilitate this move from strategic to support I've taken a look at the vehicle stats and introduced more variety into the choice of armaments. I've also added the **sensor module** as a new armament option, which allows a transport to act in a cooperative role with infantry units – something like a super-spotter! I've reduced the default armour values by down-grading the basic armour type, reflecting the role of transports as 'trucks' that might be used to carry a variety of cargoes as well as acting as troop carriers. I've also reduced default Accuracy, Initiative, and Command values, to facilitate a second-line support vehicle. Overall this allows transports to be added at a lower cost, which fits better as support units, especially in smaller sized games. Transports can still be upgraded with additional armour upgrades and enhanced machine-intelligence, which brings them to the same stats and costs as before. This is a case of broadening the range of stats and costs to better reflect a general purpose utility vehicle.

I've covered the background and rules for the new sensor modules in a separate rules update.

Incidentally, I've not made the same change to either the Boromite Haulers or the Ghar Droppers, which fulfil slightly different roles in their own lists and can be left as strategic choices.

#### **Mounts**

The points value for mounted units were a bit all over the place and have been recalculated from scratch to bring them all into line. This means most mounted units have a new points cost. In most cases they are a little cheaper. This is not a huge change, but it affects all the lists that have mounted units, as noted below for each army.

#### **Freeborn**

The new units from the Chryseis Shard supplement have been added: M407 CS Drone, Solar Command Skimmer and Iso-drone.

Points values have been adjusted for the Solar Skimmer (to include the cost of the accompanying drone), and for the Skyraider and Skyraider Command (dropping slightly in both cases). The Skyraiders benefit from a general recalculation for mounted units, bringing all the mounted units into line throughout the lists.

The Meld Skark has additional options and a slightly increased points value to better reflect the Skark's hand-to-hand attacks. The value of all hand-to-hand attacks as special rules has been increased for attacks of SV3 or greater as a general principle. This also affects Lavamite Rock Brood , for example.

The T7 Transport entry has been changed for a new General Purpose Transport entry with further options and a low base stat line and points cost. Typical Freeborn armament options have been added. The T7 can now be included as a support option to accompany infantry units.

The random generation rules for Misgenic Rejects have been amended and made more practical for general play, reducing the number of abilities available to each unit.

The new selector from the Chryseis Shard has been included as an appendix to the list.

### **Concord**

The new units from the Chryseis Shard supplement have been added: Drone Commander, Nano-probe Net, M407 CS Drone and Iso-drone.

The Drone Commander points have been recalculated and slightly increased. Note that the point cost of the nano-probe net is correct at 30 points (even though additional probes are 5pts each) as there is a base cost of 10pts added to reflect the value of a 'free' choice unit.

Points values have been recalculated for Drop Squads and Drop Command, reducing the points cost in both cases. The cost of the plasma lance upgrade is reduced to the correct value (because you lose the X-Sling when arming a model with a lance – which had been neglected).

Points values have also been recalculated for all mounted units reducing the points cost of Interceptor Squads and Interceptor Command Squads slightly. The lance upgrade has been made a free option in accordance with its standard value.

The T7 Transport entry has been changed with further options and a low base stat line and points cost. The T7 can now be included as a support option to accompany infantry units.

The new selectors from the Chryseis Shard have been included as an appendix to the list.

### **Isorians**

The choice restrictions that apply to Tsan Ra units have been removed from the individual entries and put into the main selector. The additional selectors have been updated to make it clear this provision doesn't apply.

The new units from the Chryseis Shard supplement have been added: Tsan Ra Torus, Tsan Ra Command Squad and Iso-drones.

The points value of Pulse Bike Squads and Pulse Bike Command Squads have recalculated in line with other mounts, reducing the points cost slightly. The plasma lance option has been added for free in accordance with its standard value.

The Phase Sniper points value has been recalculated and reduced slightly.

The Tograh Transport entry has been changed with further options and a low base stat line and points cost. The Tograh can now be included as a support option to accompany infantry units.

The new selectors from the Chryseis Shard have been included as an appendix to the list.

## **Algoryn**

The new units from the Chryseis Shard supplement have been added: Hazard Squad, Hazard Command Squad and Iso-drones.

Some points values have been recalculated including Infiltration Squads (down), Intruder Skimmers (down) and Intruder Skimmer Command (up slightly). All mounted units have been recalculated to bring them into line across all the lists and in the case of the Algoryn this mean the basic squads are now cheaper and the command squad more expensive.

The Defiant Transport entry has been changed with further options and a low base stat line and points cost. The Defiant can now be included as a support option to accompany infantry units.

In the case of the AI Heavy Support Team note that 'heavy' was removed from special column in the V1 lists as it is not generally included with heavy weapons. Large and Slow are the special rules generally applied to heavy weapon teams. Heavy weapons are 'heavy' by default!

The new selector from the Chryseis Shard has been included as an appendix to the list.

## **Boromites**

The new units from the Chryseis Shard supplement have been added: Rover Drone and Iso-drone. The points value of the Rover has also been revised to 75.

The point value of the Matriarch is reduced by 5pts. This is a correction, previously the suspensor platform was either overcharged or charged for both models in the unit separately.

The point value of the Lavamite Rock Brood has been increased to reflect the value of its rapid sprint ability and attacks. This is a recalculation made for additional hand-to-hand attacks with a SV of 3 or more (we did the same with the Meld Skark for example).

The cost of Hatchling Swarms has been corrected for those units that include them, reducing the points cost by 1.

The Rock Rider and Rock Rider Command points values have been revised in line with all the points values for mounted units. Some allowance has also been made for the rapid sprint rule, which was previously uncoded (this has been applied to all models with the rule).

The Brood Mother points value remains unchanged. In fact, its value has been recalculated at a higher value overall, and a discount has been applied to account for a MOD2 that is also Slow. This is something of a major disadvantage as it is usually only MOD3s and heavy artillery that rate as Slow. The value was felt to be about right in practice, so we've applied a discretionary reduction on the calculated value and left things as they are.

The new selector from the Chryseis Shard has been included as an appendix to the list.

### **Ghar Empire**

The new units from the Chryseis Shard supplement have been added: Tactical Command Squad, Transport Dropper and Munitions Scutter

Points values have been adjusted across both Ghar Empire and Ghar Outcast rebel lists to make them consistent. Some of the old points value had been calculated from different base values at different times, so we thought we'd just get everything level by making adjustments throughout. This means some units drop a few points and some add a few. Note that Ghar Battlesuits drop to 57pts, their correct calculated value.

The new selector from the Chryseis Shard has been included as an appendix to the list.

### **Ghar Outcast Rebels**

The new units from the Chryseis Shard supplement have been added: Transport Dropper and Munitions Scutter

Points values have been adjusted across both Ghar Empire and Ghar Outcast rebel lists to make them consistent. This is the same as described for the Ghar Empire list.

The options for Ghar Outcast Squads to include reflex armour and mag guns have been removed on the basis that the Black Guard already represent Ghar who have got to grips with human weaponry. Allowing ordinary Ghar access to such weapons was therefore felt to be unnecessary as well as inefficient in terms of points spent.

There is no new selector for Rebels from the Chryseis Shard. No doubt new selectors will appear in due course!

### **Thank You**

I'd like to thank everyone who helped out either by commenting upon or making suggestions for the revised lists, whether directly through me or at third hand via Andy Hobday and Tim Bancroft. I'd especially like to thank Tim and Andy for helping pull the V2 lists together, and Gary Martin for diligent proof reading under the pressure of a ticking clock.