

GoA ADVANCED RULES REFERENCE (v2.0)

TURN SEQUENCE

Start

- i. See Superior Shard p159
- ii. Make outstanding *Fast* unit *Run* orders (no test)

Orders

- iii. Draw dice (see Distort p168, *Block* p159); assign order
- iv. If pinned/forced, take Order Test:

Order Test Results

1	Remove 2 pins; Carry out action/return dice;
Pass (2+)	Remove 1 pin; Carry out action/return dice;
Fail	Go <i>Down</i> ; remove 1 pin;
10	Go <i>Down</i>

- v. Carry out Action (Reactions possible):

Order	Test	Action on Success
<i>Fire</i>	Co-pins	Shoot without moving (inc. Hvy Weapons)
<i>Advance</i>	Co-pins	Move & Shoot (-Hvy Weapons)
<i>Run</i>	Co-pins	Move*2 (Ag test = Sprint *3); Fast can retain
<i>Ambush</i>	Co-pins	Wait to React; can retain
<i>Rally</i>	Co	1=Remove 1d6+2 pins; Pass = 1d6+1
<i>Down</i>	Auto	Inf, Cmd, Bst or Wpn forces Shooting Hits against them to be rerolled; no pins lost but check recovery at end of turn

Turn End

- vi. Check contested dice: for each d10 rolls, winner claims dice (*Subverter Matrix*, p122).
- vii. Return non-*Down* dice to bag.
- viii. **Recovery Tests:** *Down* units take Order Test as in (iv) above to return dice to bag.
- ix. **Retain order if:** in *Ambush*; *Fast* unit with *Run* (p16).

Reactions

Reaction possible if **no order**, in **Ambush** or is MOD unit with dice remaining. Probes cannot react. Declare **all** reactions before testing for any. **Down** is automatic; other reactions test on (Init – pins): 1=always Pass and remove a pin; Fail=+1 pin; 10=+2 pins

Reaction	Order	React To
Go Down	<i>Down</i>	Shooting from enemy <i>Advance</i> or <i>Fire</i>
Stand & Shoot	<i>Fire</i>	Assaulted by <i>Run</i> (Perform PBS first)
Escape	<i>Run</i>	Assaulted by <i>Run</i> (can <i>Sprint</i>)
Firefight	<i>Fire</i>	Shot at by <i>Fire</i> from <=20" away (simultaneous shooting)
Dash to Cover	<i>Run</i>	Shot at by <i>Fire</i> > 20" away (can <i>Sprint</i>)
Ambush	<i>Ambush</i>	Enemy <i>Run</i> or <i>Advance</i> ; shoots as if <i>Fire</i> order (p49); Can retain <i>Ambush</i> order

Movement

Advance (M) = Standard 5"; Slow: 2.5"; Fast: 10".

Run & Sprint

Run = 2M; *Fast* units with *Run* force hit rerolls as for *Down*
Run & *Sprint* = 3M, usable by most **infantry, mounted, beasts & command** with Ag test at end

Sprint Test Results (move 3M first) [Ag]

1 / Pass	OK (1 = can move further +Ag" if take 1 pin)
Fail	exhausted; take 1 pin;
10	exhausted; take 2 pins.

Agility tests for Obstacles (not probes/vehicles)

Unit	Advance M	Run 2M/3M
Archaic	Cannot	Cannot
Crawler, Heavy Weapons	Ag test	Cannot
Other	No Ag	Ag test (except from defensive position)

Tests for Obstacle, Difficult terrain, *Grip*

Unit moving within 3" of *Grip* take Ag test before *Terrain* Ag tests. No Ag test need if crossing obstacle from defensive position if otherwise could cross. **Weapon teams:** -1 Ag per crew short.

Obstacle/ Difficult Terrain/ <i>Grip</i> Ag Test Result	Large/ <i>Grip</i>	Non-Large
1	Full pace	Find Way Through/Over*
Pass (2+)	½ pace; Obstacle: Full	Full pace
Fail	No move	Area ½; stop at Obstacle
Fail on 10	No move, 1 pin	No move

***Way Through:** Pass Ag test providing unit remains in terrain feature. **Way Over:** Permanent way over obstacle found.

Shooting

Range/Los

Check eligibility on model by model basis; Cover worked out for unit.

LoS: blocked by individuals; can shoot at large units over smaller; ignore intervening buddy drones & probes; is blocked by intervening 2 * Light Terrain/Obstacles or 1* Dense terrain.

Reroll a **miss** if **Spotter** drone has LoS to target, or Ghar shooting and friendly **Tectorist** is within 15" of target

Accuracy Modifiers (Misses rerolled before hit rerolls)

-1	Each pin on shooting unit
-1	Long Range
-1	Intervening obstacle
-1	Target occupies building
-1	RF at long/extreme range
-1	Each crew short on weapons team (2/3)
-2	Extreme Range
-2	Intervening Light terrain
-2	OH fire
-2	Heavy Weapon out of arc (had to turn >90)
-D3	Within 3" of <i>Blur</i>
+1	Non-OH or non-Hvy weapons with <i>Fire</i> order
+1 to +3	Per <i>Targeter</i> touching target (Direct Fire)
+1	Active <i>Ghar Flitter</i> within 5" of target (D10: 6-10=active) or Sensor Module tag (not with <i>Targeters</i>)

Overhead

Place marker or OH template(s). Roll: OH -2, no advantage from *Fire*; 10=dud (see LoS/Patch Sight). **Blind/Speculative** fire needs *Fire*, **only** succeeds on 1 and shifts 1D10+1"/pin random direction.

On Miss, move marker 1d10+1"/pin in random direction on **Advance** (1D5+1"/pin on *Fire*), minus 1" for each *Targeter* probe in touch with target unit or within 1" of aim point

Hit results

Reroll direct hits, ½ OH Blast hits, ½ Net pins if: Fast with *Run* order; *Down*; *Sprinting* (only during assault or ambush):

Lucky: Hits/first blast hit on a natural '1' can be allocated by shooting unit & can be allocated to buddy drones.

Dud: Misses on a natural '10' cannot be re-rolled/re-targeted

Resist Saves

Allocate hits amongst viable targets. Cannot reroll Res rerolls.

Resist Modifiers

+Armour	Resist bonus of target's armour
-SV	Strike Value of shooting weapon; SV of Hand weapon only if in H2H combat
+Cover	Add cover bonus of occupied terrain except for H2H

Pin Summary

1 pin: hit by ranged fire <= Res 10; per casualty from H2H;

Hit by ranged fire and suffer casualty/DC roll if Res > 10; if *Down*, has no more dice and is forced *Down* by Break Test

2 pins: non-Ghar hit with Disruptor; Heavily armoured hit with Disruptor (even if **Resisted**); non-Heavy hit by **Slingnet** Ammo

Net ammo raises max pins to: X-launcher **D3+1**; X-howitzer **D5+1**; Mag Mortar **D6+1**

Assaults

Needs *Run* order. Possible for most infantry, mounted, beasts, humongous & equivalent command. Probes cannot be assaulted;

Point Blank Shooting (PBS)

As for *Advance* shooting, including cover, hits & pins; Only standard & hand weapons with minimum range < 10"; ignore LoS;

Simultaneous except i) *Stand & Shoot* reactors go first and ii) *Down* units go last but still force reroll of hits.

Post-PBS

Fast units with *Run* can *break off* after PBS is calculated & can consolidate (M) through opponent.

Hand to hand (H2H)

Simultaneous except if one side is *Down*, it goes last. Str test.

H2H Modifiers [Str]

+1	Assaulting during first round of fighting
+1	Unit won first round in Follow on Combat
+1	Model armed with hand weapon

Lucky: Hits on a natural '1' can be allocated by owner

Dud: Misses on a natural '10'; cannot be re-rolled; may invoke a **hazardous hand-to-hand** effect.

Res Test: Vehicles use Damage Chart; others +1 Pin/casualty lost

Winning: i) Check for Automatic Break, ii) Unit with most/equal pins takes **Break Test** (only if on chart for vehicles).

After combat: Survivors consolidate; winner(s) elect one round of follow on combat. **Consolidate:** (M) *Advance* move to move into proper formation; cannot trigger a **Reaction**.

Break tests

Probes do **NOT** take Break tests. **Vehicles, drones, Heavy Weapons, Humongous** only take Breaks Tests as directed on damage chart.

Break tests otherwise taken when:

- ≥ 1+ pins/model when shot at by enemy & hit ≤
- ≥ ½ own casualties from enemy shooting ≤
- ≥ Defeated/Draw in H2H ≤

Break Test Results [Co - pins]

1	OK; remove one pin
Pass	OK
Fail	Break if defeated in H2H or > ½ starting models are casualty, else go Down (if already Down take +1 pin)
10	Automatically Broken

Broken

Unit is *Broken* or destroyed if it fails a Break test as above or it has
 $\geq \text{Number of pins} \geq \text{Co} \leq \text{(Automatic Break)}$
An Automatic Break occurs at end of current action, PBS or H2H.

Win/Loss: Army Broken

An army is **Broken** if it has lost more than ½ it's starting order die. In points based scenarios, **Broken** armies **lose** and cannot score more points than an unbroken winner.

Quick-Ref common, Special Attributes/Drones

Command: Units in 10" use commander's Co stat;

Follow: Units with no pins in 5" at start can take same action (draw dice). Extended to 10" by synchroniser drone.

Hero: Units in 10" use Commander's Init stat

Leader n: reroll failed Res tests from 'n' Hits; Damage Chart models reroll DC result (after Massive Damage) and take lowest

Medic, medi-probe, medi-drone: Units in 5" reroll 1 failed Res test
OH Patch Sighting. To spotter/scout in 20"; cannot 'chain'; take LoS penalties from spotter patched to.

Outcast: Command, Hero & Follow only apply to or from other Outcast units (bar High Commander).

Rebel: Ignore 1 pin if friendly Rebel unit within 5".

Buddy Drones/Probes

Shard: no pins. Sharded models within 1" of each other or in contact with enemy (as in PBS) can be targeted as if a single unit.

Ghar – Flitter: Friendly Ghar direct shots on targets within 5" may get +1 to Acc: 1-5=No; 6-10=yes. **Ghar Tectorist:** One friendly Ghar direct fire shots on targets within 15" can be rerolled.

Shield: Roll D10 - 1=shot blocked, drone OK; 2-9=shot blocked, drone destroyed; 10=drone OK, shot hit target.

Spotter: reroll single miss (not duds)

Synchroniser: Follow has 10"; Also, post-move, attempt sync. with synch drone unit in 10": take an order test to do so; no chaining.

Targeter: +1 Acc to direct fire shots on unit attached to; reduces miss by 1" on OH fire on unit or target point in 1"; max 3.

Damage Charts

For each hit, roll **1d10** (**1d5** if **heavily armoured** and Res save failed on a 10). **Massive Damage hits** make two damage rolls and take the highest score: if double rolled, add 1 to result.

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Damage Charts (If Heavily Armoured roll D5, else D10)

Roll	Weapon Drones	Heavy Weapon	Vehicle	Humongous Beast
1	+1 pin, go <i>Down</i>	+1 pin, go <i>Down</i>	No effect	No effect
2	+D3 pins, go <i>Down</i>	+D3 pins, go <i>Down</i>	+1 pin	+1 pin
3	+D3 pins, go <i>Down</i> , <i>Immobilised</i>	+D3 pins, go <i>Down</i> , <i>Weapon Malfunction</i>	+1 pin	+1 pin
4	+D3 pins, go <i>Down</i> , <i>Weapon Malfunction</i>	+D3 pins, go <i>Down</i> , <i>Weapon Malfunction</i>	+1 pin, go <i>Down</i>	+1 pin, go <i>Down</i>
5	+D6 pins, <i>Break Test</i>	+D3 pins, go <i>Down</i> , <i>Weapon Malfunction</i>	+1 pin, go <i>Down</i>	+1 pin, go <i>Down</i>
6	Destroyed	Destroyed	+D3 pins, go <i>Down</i> , <i>MOD loss</i>	+D3 pins, go <i>Down</i> , <i>MOD loss</i>
7	Destroyed	Destroyed	+D3 pins, go <i>Down</i> , <i>MOD loss</i> , <i>Immobilised</i>	+D3 pins, go <i>Down</i> , <i>MOD loss</i>
8	Destroyed	Destroyed	+D3 pins, go <i>Down</i> , <i>MOD loss</i> , <i>Weapon Malfunction</i>	+D3 pins, go <i>Down</i> , <i>MOD loss</i>
9	Destroyed	Destroyed	+D6 pins, <i>Break Test</i> , <i>MOD loss</i>	+D6 pins, <i>Break Test</i> , <i>MOD loss</i>
10	Destroyed	Destroyed	Destroyed	Destroyed

Key to Damage Chart

Immobilised: Cannot move (see **self-repair**/Ghar Wrecker).

Weapon Malfunction: Highest SV active weapon system inactive.

Break Test: Take **single** Break Test after all damage rolls on target resolved. On Pass, go *Down*; on Fail, **Destroyed**.

MOD loss: Remove dice from bag, then table, down to minimum 1 dice (unit no longer MOD). MODn targets required to go *Down* always take a dice from the bag first unless all their dice are used.