

SCENARIO 3: CLEARANCE – NON-PLAYER UNITS QUICK-REF

In the weapons listing, the entry in the shots column is the number of shots plus the SV at varying ranges (Effective, Long, Extreme), and the entry in the Attacks column is that in Hand to hand. Note that some weapons are very slightly different for these captive units!

Virai

Unit complement (Infantry)	Ag	Acc	Str	Res	Init	Co	Special
5 x Defender Drones with fusion flamer, ripclaws	5	6	7	7	5	7	Virai
5 x Assault Drones with fusion flamer, ripclaws	5	5	7	8	5	7	Savage Strike, Virai
6 x Constructor Drones with tool appendages, fusion cutter	6	5	4	6	4	6	Virai
6 x Mining Constructor Drones with tool appendages, tractor mauls	6	5	4	6	4	6	Virai
1 x Weapon Drone with fusion cutter and flamer array	6	5	4	11	5	7	Suspended, Virai

Virai weapons

Hand/Standard Weapon	----- Range -----			Shots	Attacks	Special	
	Effv	Long	Ext				
Fusion Cutter	5	10	30	1xSV 2/1/0	1xSV2	Breaching	
Fusion Flamer	10	20	50	1xSV 3/2/1	–	Breaching	
Ripclaws	– HtH Only –	–	–	–	2xSV2	Breaching, Compound SV	
Tool Appendages	– HtH Only –	–	–	–	2xSV0	–	
Tractor Maul	– HtH Only –	–	–	–	2xSV2	Elective Breaching	
Support Weapon	Effv	Long	Ext	Shots	Attacks	Special	
Flamer Array	<i>Stutter</i>	10	20	50	3xSV 3/2/1	–	Breaching, Can be used in PBS*
	<i>Focused</i>	20	30	60	1xSV 5/4/3	–	Breaching

* Note: special usage for this games day scenario!

Ghar

Unit complement (Infantry)	Ag	Acc	Str	Res	Init	Co	Special
1/2 x Ghar Battle Troopers in Battle Armour with Scourer Cannon, Battle Claw	3	5	10	4(12)	7	7	Large, Plasma Reactor, Scramble Proof
2 x Ghar Assault Trooper in Battle Armour with Gouger Gun, Disruptor Dischargers, Plasma Claw	3	5	10	4(12)	7	7	Large, Plasma Reactor, Scramble Proof
6 x Outcasts with lugger gun	6	5	3	4	6	6	Outcast
Disruptor Cannon Weapon Team with 4 x Outcast Crew (unarmed)	6	5	3	4	6	6	Outcast

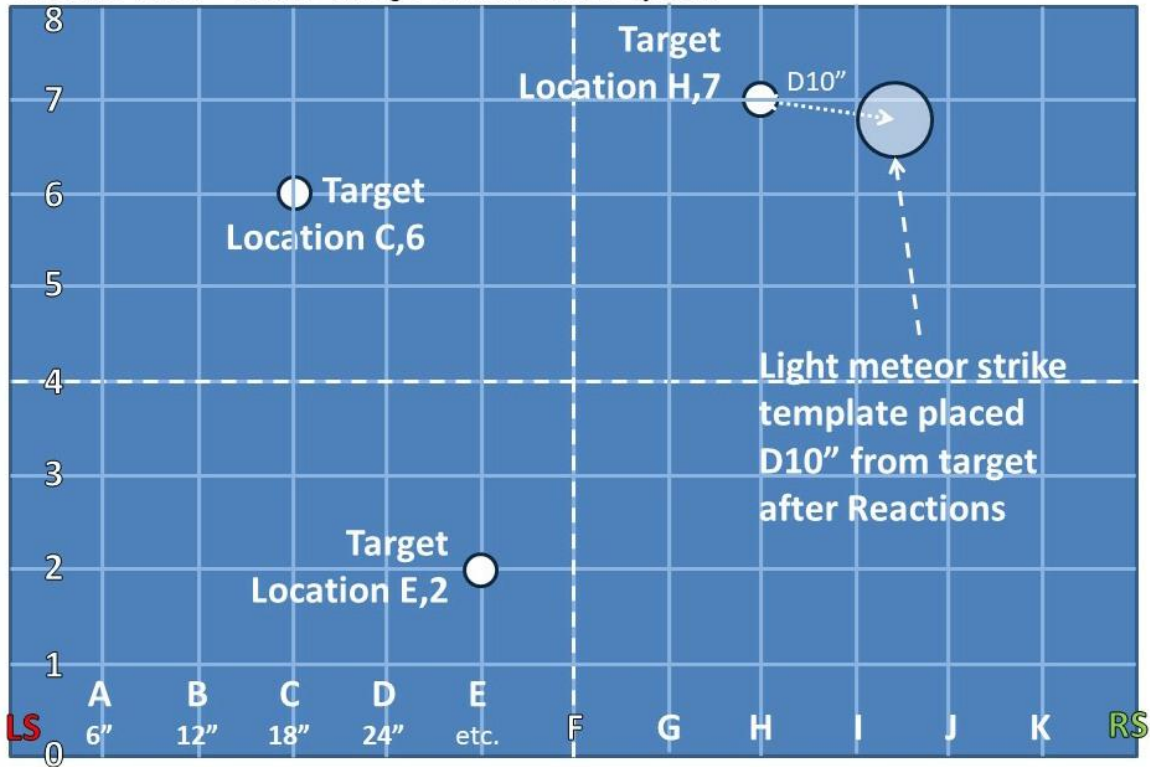
Ghar weapons

Hand/Standard Weapon	----- Range -----			Shots	Attacks	Special	
	Effv	Long	Ext				
Battle Claw	–	–	–	–	1xSV2*	–	
Gouger Gun	(5)20	30	–	1xSV2	–	Down, Inaccurate, Minimum range 5''*	
Lugger Gun	20	30	–	2xSV0	–	Limited Ammo	
Plasma Claw	–	–	–	–	1xSV4*	Breaching	
Scourer Cannon	<i>*Dispersed</i>	20	30	–	3xSV2	–	–
	<i>*Focused</i>	20	30	40	1xSV4	–	–
	<i>*Disruptor</i>	20	30	–	1xSV1	–	Blast D4, Disruptor
Support Weapon	Effv	Long	Ext	Shots	Attacks	Special	
Disruptor Cannon	20	30	–	1xSV1	–	Blast D4, Disruptor, Can be used in PBS*	
Grenade	Effv	Long	Ext	Shots	Attacks	Special	
Disruptor Dischargers	– PBS only –	–	–	1xSV2	–	Blast D4, Disruptor	

* Note: special usage for this games day or scenario!

ORBITAL BARRAGE – TARGET GRID REFERENCES

Scenario 19IW1 – Orbital Barrage Grid Reference system



Complete the following table each turn at the time indicated.

Fill in before start of turn	Strike in Turn	Heavy Meteor Grid Ref (8")	Light Meteor 1 Grid Ref (4")	Light Meteor 2 Grid Ref (4")
1	2	,	,	,
2	3	,	,	,
3	4	,	,	,
4	5	,	,	,
5	6	,	,	,
6	(7)	,	,	,

TERRAIN QUICK-REF – HINTS AND SUGGESTIONS

There is a wide variety of terrain on Antares Day from a number of different planets. Whilst players are welcome to agree on different attributes for each piece of terrain, we recommend the following as a reasonable usage that may speed up play. Before the game starts, sort out which is which with your opponent – most is fairly obvious! The guides here will help decide what any other terrain could be.

Terrain type (and typical table)	Visibility	Shoot Accuracy Penalty	Res Cover Bonus	Move Across/ In	Agility Penalty	Special
Basic						
Low, Uneven Ground/ Rocky Area/ Craters (Tundra, Temperate, Desert, Tortured)	Clear	0	+1	Difficult	Ag	
General Low and Open Area Terrain						
Low Shrub Area (Tundra, Temperate)	Light	-2	+1	Difficult	Ag	
High Shrub Area (Tortured, Temperate)						
Light Wood Area (Tundra, Temperate, Desert)						
General High and Dense Area Terrain						
High Boulders/Tall Rocky Areas (Tundra, Temperate, Desert, Ice)	Dense	N/A	+2	Difficult	Ag	
Close Wood/Jungle (Jungle, Temperate)						
Special						
Peaked Ice Area, Crater Rim (Ice)	Dense	N/A	0	Difficult	Ag	
Scatter Formations and Ice (All)	Dense	N/A	N/A	None	N/A	<i>Move around!</i>
Cracked Ice (Ice)	Clear	0	0	None	N/A	Suspended can cross
Buildings	Dense	-1	+2	Open	None	As book. Interior visibility is clear, squads can always be assaulted inside
Obstacles						
Shrub/Organic Obstacle (Jungle, Temperate)	Obstacle	-1	+1	Obstacle	(Ag)	See Rules for Defended Obstacles (pp.21,25)
Boulders Obstacle (All)	Obstacle	-1	+2			
Fortifications Obstacle (Towns possibly)	Obstacle	-1	+3			