

QUANTUM REBELLION



SUMMARY

This is a ruleset for a tabletop miniatures game based on Capital Spaceship combat.

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Prologue

Simon Callahan sat back in his chair, watching various indicator lights go from red to green. He was getting really nervous now, with the test almost ready to go. First-Fire tests always stretched his nerves to the limit. The three admirals standing behind him didn't help things either. *As if I need three more 'advisors' to remind me that things are not going according to plan*, he thought to himself. Ever since his promotion to Director of the Federation Academy of Science, anxiety had become a close friend. What really surprised him was the fact that he was still in charge. One hundred and seven million credits over budget. Forty-three change orders to the project scope. Nine months behind schedule. Performance modeling of this new railgun design were favorable, but so far, he'd had little to show in practical results. He tried to push the doubts to the back of his mind as the final light went green.

"Ready to fire, sir" announced the technician. Looking out the window, he could see something written on the side of the prototype. Painted in big white letters on the forward housing, some enterprising engineer had christened this prototype 'Vera'. Simon did manage a smile at that little inside joke. He wondered how many might get the reference.

"Very well, lieutenant...let's see what she can do. Commence firing." Simon stood, and took a step over to the window to watch, hoping that this first live-fire test wouldn't be the start of more headaches for him and his team.

'Vera' flashed five times, each shot spreading out across a 45 degree arc of fire. Five seconds to the first target, 9 seconds to the last. For Simon, it seemed to take days.

"Sir...we, ah, have a problem. We've lost downrange telemetry on the targets. No signal." Simon looked over to see a young technician frowning at his display.

"Which ones?"

"All of them."

Depressed, Simon nodded and went over to the console. "So much for any chance of success," he muttered under his breath. Without the data from the test targets, they might as well have skipped the test altogether. "Okay, send over a camBot, let's see what happened." The technician toggled a switch, and the view from the remote camera came on the screen. Simon frowned, now aware the admirals had followed him over to see for themselves. The image from the camBot settled in on the face of target #3, and it took Simon a few moments to figure out what he was looking at.

A series of small twinkling lights filled the screen. At first it looked like static, and then he realized...he was looking at the stars *through* a gaping hole in the target unit.

The camBot circled around to the back and confirmed it. There was a jagged hole completely through the target. Thirty-eight inches of duraMax armor, punctured as if it were paper. The round had gone all the way through; there was no telling where it was now. The Type IX never came close to that, even by overclocking the driver coils past safe limits. Simon turned around, the smile on his face matched by the expressions of surprise and approval showing on the General Staff officers. He was feeling much better now. "A successful test makes up for a lot", Simon thought to himself.

In less than a year, 'Vera' would have her first deployment in the fleet. Just in time, too...

Game Overview

Quantum Rebellion is a game of ship to ship combat set in the far future. Man has settled numerous new worlds, encountered alien species, and fought and died among the stars. As an Admiral of the Fleet, you command squadrons of battleships and destroyers on galactic campaigns.

Play begins with players selecting ships based on cost and capabilities to form a fleet. These fleets meet in battlefields generated randomly, or in predefined scenarios. Players alternate turns moving and positioning squadrons of ships in order to bring the maximum amount of firepower down on the enemy fleet. Victory is determined by deploying beacons to capture strategic zones, scoring points for *Destroyed* ships, or in scenario specific conditions.



The DNS Reprisal, a Dreadnought class ship, begins its shakedown cruise. Calibration of the railgun batteries are underway with help from several specialized escorts.

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- Miriam Seely for general feedback and concepts.
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Game Basics

Units in the Game

There are two basic units in the game: ships and fighter tokens. Ship models represent individual spacecraft, and fighter tokens represent squadrons of 25 short range fighter spacecraft. Any scale of ships can be used, but the same scale of ship should be consistent across all miniatures. Ships and fighter tokens do not need to share the same scale.

Dice

Quantum Rebellion uses a standard six-sided dice. In the rules, this is abbreviated as d6. When rolling for attacks, the individual die result has the following game effect.

Attack Dice			
#	Ship Attacks	Fighter Attack Rolls	Boarding Attack Rolls
1	Miss at all ranges	Miss	Miss
2	Miss at all ranges	Miss	Miss
3	Hit inside <i>Optimal Range</i>	Abort enemy <i>Fighter Squadron</i> Critical Hit vs. Ships	Hit if ship has the <i>Special Forces SCR</i>
4	Hit inside <i>Optimal Range</i>	Abort enemy <i>Fighter Squadron</i> Critical Hit vs. Ships	Hit if ship has the <i>Special Forces SCR</i>
5	Hit at all ranges less than maximum range (48")	Abort enemy <i>Fighter Squadron</i> Critical Hit vs. Ships	Boarding Hit
6	Hit at all ranges less than maximum range (48") AND Ordnance Effect ¹	Destroy enemy <i>Fighter Squadron</i> Critical Hit vs. Ships	Boarding Hit

Defense Dice			
#	Defense vs. Direct Fire	Defense vs. Fighters/Indirect Fire	Defense vs. Boarding
1	Miss	Miss	Miss
2	Intercept if in <i>Heavy Cover</i>	Miss	Miss
3	Intercept if in <i>Light</i> or <i>Heavy Cover</i>	Abort <i>Fighter Squadron</i>	Intercept if ship has <i>Secured Bulkheads SCR</i>
4	Intercept	Abort <i>Fighter Squadron</i>	Intercept if ship has <i>Secured Bulkheads SCR</i>
5	Intercept	Abort <i>Fighter Squadron</i>	Boarding Intercept
6	Intercept AND Damage Control ²	Destroy <i>Fighter Squadron</i>	Boarding Intercept

Notes:

¹ An "Ordnance Effect" triggers special damage effects on the target ship (see *Ordnance*, page 46).

² Each "Damage Control" result cancels a single "Ordnance Effect" result.

Flight Stands

The standard flight stand has two components: a base and a post. The base should be clearly marked to corner to define the forward, aft, starboard (right) and port (left) quadrants. Fighter tokens do not have a facing, and may use any design of base or post.

Taking Measurements

All measurements are given in inches. Substitute feet for inches if you want a *really* large game.

Measurements: Terrain

When taking a measurement to or from a piece of Terrain, measure from the closest edge of the Terrain to the post on the flight base, or to the edge of the fighter token.

Measurements: Ships and Tokens

When taking a measurement to or from a ship, measure between posts on the bases. If a ship has more than one post, measure to the closest post. If a ship or model does not have a post, use the center of the ship.

When taking a measurement to or from a fighter token, measure from the post on the ship base to the edge of the fighter token.

Scoring

Every ship has a cost value based on the total cost of all options included on the ship. *Destroying* a ship scores an amount of points equal to this cost. If a ship makes a Hyperspace escape (retreating from the game), it scores half points for the opposition.

Victory Conditions

Victory conditions are determined based on the scenario in play.

Determining Random Direction

Using the Direction Template, roll **1d6**, comparing the number rolled to the arrows labelled 1 to 6 on the template, to see which direction to use.

Activation Markers

Once a squadron has activated, it should be marked to show this status. Use any suitable Marker, as long as the method is clearly understood by all players.

Destroyed Ships

When a ship reaches zero Hull Points, it is immediately removed from the game, and counts as *Destroyed* for scoring and scenario purposes.


Ship Statistics

Each ship in the fleet has a printed card showing the statistics associated with it. A sample card is shown below:

Defense Systems 5

Critical Rating 6

Hangar Capacity 6+3



Arcturian Fleet Carrier - (160 pts) - Bravo squadron

Squadron Commander

16"-32"

3 Strbrd. (6,7)

DEF (9)

Reactor (12)

EQ-2 (17,18)

Mn.Drv. (20)

3 Port (3,4)

Turret 1 (8)

Reactor (10)

EQ-1 (13,14)

Mn.Drv. (19)

0"-16"

4 Fore (1)

Bridge (2)

Life Spt. (5)

Hyperdrv. (11)

Hangar (15,16)

Move: 3" - 6"

Shields 5

Crew 6

HP 18

Ship Customization Rules

Elite Bridge Crew: Remove one Disorder in the End Phase

Flight Deck Crews: Relaunch one returned Fighter this turn.

Operations Center: Roll 3 dice and use 2 for initiative.

Faction Name, Ship Designation, Points Cost, Squadron, & Rank

Arcturian Fleet Carrier - (160 pts) - Bravo squadron
Squadron Commander

The faction for the ship is listed on the top right of the card. The class name indicates the design variant for the ship. Ships are classified according to their general role in a fleet. The designation includes battleships, carriers, destroyers and the like. Each ship also has a Points Cost, representing the value of the vessel. This cost includes any applicable upgrades made to the ship.

Officer Rank



The rank of the commanding officer for the ship is shown here. The rank may be of the Fleet Admiral (left), Squadron Commander (center) or Captain (right).

Shields (if equipped)



If the ship is equipped with a Shield Generator module, the number of available shields will be shown here.

Crew Points (CP)



The Crew Points (CP) rating of a ship is used to determine the defensive strength of a ship during *Boarding Assaults* (see *Boarding Assault Procedure* on page 33), and during the *End Phase* to make repairs on critically damaged systems. See *Damage Control Teams* on page 37.

A ship must make an *Emergency Hyperspace Jump* (page 34) if it has a number of *Disorder* markers equal to or greater than the current CP value, **OR** the first time crew loss is recorded in the colored boxes. A ship with zero CP cannot launch or recover fighters, or make boarding attacks. A ship that has a CP value of zero is

operating at minimum staff levels; if the CP value is reduced to less than zero, the ship must make an immediate *Emergency Hyperspace Jump*.

Critical Hit Resistance (CR)



The Critical Hit Resistance (CR) of a ship is a relative measure of how well a ship's internal systems are protected from damage when an attack deals damage to the hull. If the number of hits from an attack exceeds the CR, interior systems will be damaged with a critical hit. Roll 1d20 and compare the result to the ship blueprint to determine which system is damaged.

Defense (DEF)



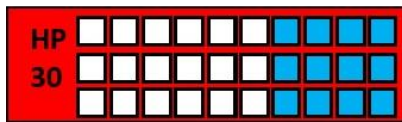
A ship's Defense (DEF) value represents the close-range laser grids, automated turrets and other short range defenses, as well as a measure of evasive maneuvers, electronic jamming, etc. When attacked by Direct or Indirect attacks, enemy fighters, or boarding craft, roll this many dice to determine the number of intercepts made on incoming fire. The number of defensive intercepts is subtracted from the number of attacking hits. If the remaining number of hits is greater than zero, it is subtracted from the current HP total of the ship.

Hangar Capacity (HC)



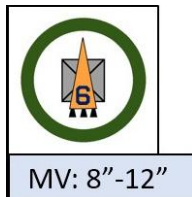
Some ships are equipped with hangar spaces for short range fighters. The Hangar Capacity (HC) of a ship lists the maximum number of fighter tokens that are included with the ship. See *Fighter Squadrons* on page 32 for more information.

Hull Points (HP)



The Hull Points (HP) are a measure of how much damage a ship can suffer before being *Destroyed*. A number of boxes are shown shaded in a different color. When the ship first takes damage in the shaded section, it must make a successful *Condition Check* to avoid an *Emergency Hyperspace Jump*.

Ship Movement and Maneuverability Rating (MR)



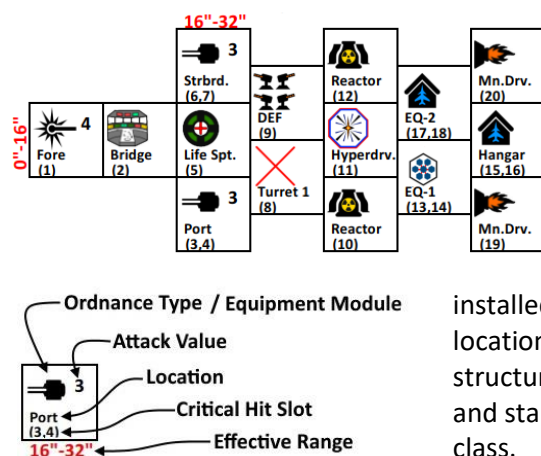
The ship movement arc shows the possible turning radius for the ship. The maneuverability rating of the ship defines how quickly it can turn to avoid large hazards such as asteroids or planets. The value is shown in the ship outline. The Movement Value (MV) of the ship gives the minimum and maximum distance that a ship may move when it activates at full speed. When a ship enters or activates inside a terrain feature, it subtracts this number of dice from the terrain 'hazard' value. See *Moving a Ship* on page 24.

Ship Customization Rules (SCRs)



In addition to its base statistics, many ships have special rules that provide unique abilities. These are listed under 'Ship Customization Rules' ('SCRs') in the ship's statistics. Between 1 and 3 SCRs are allowed on a ship, depending on the size of the hull. For a full list of available SCRs, see *Ship Customization Rules* on page 43.

Ship Design Blueprint



The ship design blueprint shows all of the ship systems, weapons, and equipment modules installed on the ship. Each space on the blueprint has a number (shown in black) between 1-20 assigned to it, showing the location affected when a critical hit is determined. Weapons on the ship also show the *Optimal Ranges* (in red, next to the weapon slot), and the number of attack dice.

Each space on the blueprint shows the weapon or equipment installed on the ship, or a red X if there is nothing installed at that location. The largest ship classes have With limited power and hull structure available, the smallest hulls have only three mounts (fore, port and starboard). Refer to the ship blueprint for specifics for each ship class.

Ordinance Type / Equipment Module

A complete list of ordnance types and equipment modules are listed in the design appendix. Some modules (Bridge, Life Support, Hyperdrive, Defense, Reactor, and Main Drive) are required on all ships, and their position in the blueprint does not change.

Up to six weapon mounts are available. One for each quadrant of the ship (fore, aft, port and starboard) and two turret mounts that can fire in all directions. The number and position of the weapon mounts varies by ship class; refer to the design appendix for more details.

Attack Dice Value

If a weapon is installed at this location, the number of attack dice that are rolled when making an attack is shown here.

Location

This is the blueprint location on the ship. For weapons, this is the firing arc that the attached ordnance will fire into. Only the weapons arcs and equipment slots can be customized.

Effective Range

The maximum distance that a weapon can fire is 48". All weapons have an *Optimal Range* where they are able to do the most damage to the enemy. If an enemy target is inside the *Optimal Range*, the attacker gains a +2 bonus to-hit (hitting on 3,4,5 & 6). The range is always measured between nearest post of the firing ship and the nearest post of the target ship.

Fleets and Squadrons

Squadron

A squadron is the basic commanded unit in the game. Each squadron can have a maximum of five ships, with a total cost of 300 points or less. The base cost (shown in the Statistics Profile for each ship) and any upgrades are included in this total point value of the squadron.

Fleets

A *Fleet* is a collection of one or more *Squadrons*. There may be any number of squadrons in a fleet, subject to the total point cost of the scenario being played.

Fleet Admiral



The Fleet Admiral represents the Commanding Officer for the entire fleet. The Fleet Admiral is assigned to one ship in the fleet, which is referred to as the Admirals Flagship during the game. While the Fleet Admiral is present, ships may transfer between squadrons, subject to cost and size limitations. If the Admirals Flagship exits the game or is *Destroyed*, each Squadron Commander immediately gains two *Disorder* markers. Additionally, if a player does not have a Fleet Admiral on the board, only one die is rolled for determining initiative.

Squadron Commander



The Squadron Commander is the lead ship in a squadron. One ship (even if there is only one ship in the squadron) must be designated as the Squadron Commander in each squadron. The Admirals Flagship counts as the Squadron Commander for its own squadron. As long as the Squadron Commander is present in a squadron, ships may coordinate attacks on a target by combining weapon fire from multiple ships into a single attack.

Each ship in a squadron immediately gains a *Disorder* marker when any of the following occur:

- The Squadron Commander exits the game,
- The Squadron Commander is *Destroyed*,
- The ship is outside of the *Command Radius* of the Squadron Commander when it activates.

Captain



All other ships have a Captain. This is the default rank if there is no Fleet Admiral or Squadron Commander on board.

Command and Control

Each fleet has a defined *Command Radius*, which represents the maximum distance at which ships in a squadron can effectively coordinate their efforts. The *Command Radius* is the maximum distance between the *Squadron Commander* and each other ship in the squadron. *Command Radius* only applies to squadrons; there is no maximum separation distance between squadrons and the *Fleet Admiral*.

The default *Command Radius* for fleets is 6", unless otherwise noted.

- A ship is in command if it is within the *Command Distance* of its Squadron Commander.
- A ship is in command if it is the only ship in the squadron.
- A ship that is out of command cannot combine fire with other ships in its squadron.

Celestial Terrain & Hazards



A patrol group makes a rendezvous with an allied battleship near the Onidda System

Types of Terrain

The entry for each type of Terrain is broken down into the following categories:

- **Size:** The suggested footprint for this type of terrain.
- **Type:** This will state if the Terrain is Area Terrain or Battlefield Terrain.
 - **Area Terrain:** Those types classified as 'Area Terrain' have a border Marked on the game board used for determining Line of Sight and Collisions.
 - **Battlefield Terrain:** Those Terrain features that are 'Battlefield' have their rules allocated to the entire table.
- **Game Effects:** The rules and effects that this type of Terrain has on ships during a game.

Line of Sight (LOS) Effects

Terrain usually has a negative effect on the ability of direct weapons to hit a target. If LOS is traced through terrain that blocks LOS, no direct attacks can be made against that target. Otherwise, apply the cover penalty based on the terrain type.

Area Terrain

Listed below are the types and suggested sizes of Terrain used in Quantum Rebellion.

Terrain Size	Suggested Sizes
Small	4" diameter, 4"x4", 2"x8"
Medium	6" diameter, 6"x6", 3"x12"
Large	8" diameter, 8"x8", 5"x12"
Beacon Target	2" or 3" diameter.

Asteroid Field

Asteroid Field (Collision Damage = 1d6+2 or 1df6+6 Attack Dice)	
<i>Made up from thousands of space rocks drifting in space, clusters of asteroids are a common sight across the galactic sector.</i>	
Line of Sight	Line of Sight drawn through this terrain may impose either <i>Light</i> or <i>Heavy</i> cover.
Setup	Light asteroid fields have an attack dice value of 1d6+2. Heavy asteroid fields have an attack value of 1d6+6.
Terrain Effect	A ship that enters or activates inside this terrain suffers an attack equal to the attack value.
Fighters	Fighter tokens ignore the terrain effects of an Asteroid Field.

Corrosive Gas Pocket

Corrosive Gas Pocket	
<i>The caustic nature of this concentrated gas pocket will slowly eat away at the hulls of those vessels that tarry too long within its confines.</i>	
Line of Sight	Line of Sight drawn through this terrain counts as <i>Heavy Cover</i> .
Terrain Effect	A ship that enters or activates inside this terrain loses 2 HP.
Fighters	Fighters that enter or activate within this terrain feature are <i>Destroyed</i> .

Distortion Field

Distortion Field	
<i>A volatile area where hyperspace has crossed over into normal space.</i>	
Line of Sight	Line of Sight drawn through this terrain counts as <i>Light</i> cover.
Terrain Effect	A ship that enters or activates inside this terrain moves at no more than half speed.
Fighters	Fighters that enter or activate within this terrain feature are <i>Destroyed</i> .

Particle Cloud

Particle Cloud	
<i>Composed of vast numbers of errant particles, these Clouds are a common navigation hazard.</i>	
Line of Sight	Line of Sight drawn through this terrain counts as <i>Light</i> cover.
Terrain Effect	A ship that enters or activates inside a Particle Cloud gains a single <i>Disorder</i> marker.
Fighters	Fighters ignore terrain effects of a Particle Cloud.

Minefield

Minefield (Collision Damage = 1d6+6 Attack Dice)	
<i>These weapon systems do not differentiate between friend and foe.</i>	
Line of Sight	Line of Sight is not affected by this terrain type.
Setup	If using random placement, the attack value is 1d6+6. Otherwise, use the attack dice value listed in the scenario.
Terrain Effect	A ship that enters or activates inside this terrain suffers an attack equal to the attack value.
Fighters	Fighters ignore the terrain effects of a minefield.

Planet

Planet	
<i>Planets are amongst the smallest planetary bodies.</i>	
Line of Sight	Line of Sight drawn through a Planet is <i>Blocked</i> .
Setup	The base of the planet is marked with 16 equally spaced divisions, which represent <i>Orbital Movement Segments</i> . These are used for the <i>Orbit</i> and <i>Gravitational Slingshot</i> special actions.
Terrain Effect	A ship that enters this terrain is <i>Destroyed</i> .

Fighters	Fighters cannot pass through this terrain, but may launch and land if allowed under scenario rules.
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Beacon Target

Beacon Target	
<i>Regions of space that represent critical battlefield strategic points</i>	
Line of Sight	Line of Sight is not affected by this terrain type.
Terrain Effect	The player with the most beacons in base contact has control over the beacon target.
Fighters	Fighters are not affected by this terrain type.

Beacons

Some scenarios emphasize control of the battlefield instead of destruction of the enemy. Area control is determined by placing interspace beacons on the battlefield. These beacons are used to enhance communications, establish surveillance networks, or act as navigational waypoints. Deployment of these beacons are key to securing strategic locations in a scenario for scoring and victory determination purposes.

Attacking Beacons

Due to their small size, beacons can only be destroyed by a fighter squadron that is in base contact, or by ships that are within 4". Their small size makes them very difficult to hit; a beacon has an equivalent **DEF** value of 3, and an effective **CR** value of 4ASPU, and can only be destroyed by scoring a critical hit.

Power State

A beacon token has an online and offline side. While offline, the beacon does not count for scoring or victory conditions, and cannot be used for any game effect. A beacon is also protected from cyberwarfare attack when in the offline state. The power state of a beacon can be changed during the *Adjust Game markers* segment of the *End Phase* of the round.

Deploy

As a special action, and after completing its movement, a ship with the *Beacon Deployment* module may deploy a beacon by placing it within 3" of a ship. The beacon is deployed with the offline side showing. A squadron can deploy a single beacon once during its activation.

Jam

When a friendly online beacon is in base contact with an enemy online beacon, the two beacons jam the others signals. Both beacons are then considered offline. Neither beacons can be used for any purpose other than jamming the other. If either beacon is destroyed, the remaining beacon immediately returns to an online state.

Hack

A ship with a cyberwarfare capability can attempt to hack into an enemy online beacons' operating systems. If a cyberwarfare attack has scores 6 or more successes, the hack was successful, and the attacking player replaces the beacon with one of his own offline beacon markers. During the *End Phase* of the round, the beacon is flipped back online, under the control of the opposing player.

Navigation

An online beacon can be used to assist ships that are using their hyperspace drives to move about the game board. During the movement segment of its activation, a ship may engage its hyperspace drive to make a *Short Range Jump* from its current position to any other friendly online beacon. This counts as a *Special Action* (see *Engage Hyperspace Drive* on page 26) for the ship.

Area Control

Some scenario victory conditions require that strategic points on the game board be controlled by a player. Control is determined by the number of online beacons within a strategic area as defined in the scenario description.

Game Set Up

This chapter will cover how to get your Fleet of spaceships on to the gaming table, so that you and your opponent can leap into the action. First it will look at deciding what size game to play, and what Scenario you will be playing. Then it will move on to discuss how to set up the battlefield with Terrain and any Objectives, depending on the Scenario. Finally, it will explain how to set up your Fleet, and ways to hold elements of it in reserve to arrive part way through the game.

Game Size vs. Table Size

The first thing that you will need to decide with your opponent is how big you want your game to be. To do so, all players will need to agree on a **Maximum Fleet Value** or **MFV**. This will be the maximum number of points you are allowed to spend when putting your Fleet together for the game. This will also help to determine what sized game board you will want to play on. For games with an MFV up to 1000 Points, a 4' x 4' board should be sufficient. For games over 1000 points, a 6' x 4' board is recommended.

Setting up a Game

Set up a game using the following steps:

1. Determine Scenario
2. Terrain Placement
3. Deploy Minefields
4. Standard Deployment
5. Scout Deployment

Determine Scenario

You can agree with your opponent which Scenario to play, or randomly determine the scenario using the Scenario Tables.

Determine Maximum Fleet Value (MFV)

The Maximum Fleet Value (MFV) is the total number of points that can be spent on all ships and any other options defined in the scenario.

Assembling a Fleet

A fleet may have any number of squadrons assigned to it, as long as the total cost of all squadrons does not exceed the MFV.



Hegemony ships in attack formation prior to the battle of 29 Prailos

Terrain Placement

The majority of battles take place ‘in system’, where orbital platforms, LaGrange stations, asteroid clusters, inter-planetary particle clouds and even the debris from previous battles litter space. Players may either select the terrain features they wish to use, or use the random distribution tables below.

Game Table Size	Average number of terrain features
3x5	1 Small, 2 Medium
4x4	1 Small, 1 Medium, 1 Large
4x6	2 Small, 2 Medium, 1 Large
5x8	2 Small, 3 Medium, 2 Large

Terrain Size	Suggested Sizes
Small	4" diameter, 4"x4", 2"x8"
Medium	6" diameter, 6"x6", 3"x12"
Large	8" diameter, 8"x8", 5"x12"

2d6	Terrain Type
2	Minefield
3-4	Asteroid Field
5-6	Corrosive Gas Pocket
7	Asteroid Field
8-9	Particle Cloud
10-11	Planet
12	Minefield

To determine order for placement, each player rolls **2d6**. The player with the highest result goes first, and then players alternate placing terrain features while maintaining at least 8" clear space between other terrain features or deployment zones. A selection of terrain types are presented in the *Terrain Rules*.

Deploy Minefields

After the terrain has been placed, all ships with *Minelayer* equipment modules are deployed to the battlefield to create minefield terrain. Following the same order used for terrain placement, Players alternate deploying one ship at a time to any location on the battlefield, as if they had conducted a *Short Range Jump*; use Table 1 to adjust final ship placement.

Table 1 – Minelayer Drift Location

Die Result	Drift Distance
1	6" aft-starboard
2	6" aft
3	6" aft-port
4	6" fore-starboard
5	6" forward
6	6" fore-port
7	3" aft-starboard
8-9	3" aft
10	3" aft-port
11	3" fore-starboard
12-13	3" forward
14	3" fore-port
15-20	No drift; arrive on target

Place a minefield terrain marker at the final deployment location of the *Minelayer* ship. The *Minelayer* ship may then make a free standard move. In contrast with other terrain, minefields may overlap other terrain features, including other minefields.

Squadron Deployment

With the Battlefield set up, the Players now deploy their forces. Squadrons are deployed directly to the battlefield, or held in reserve for entry later in the game. All ships in a squadron deploy together; there is no partial deployment of squadrons.

To determine priority, all players roll **2d6**, with the winner choosing whether to deploy their first Squadron before or after their opponent. Players alternate deploying one squadron at a time, either to the game board, or to hyperspace reserve.

Hyperspace Reserve

A squadron may be held in off of the game board in hyperspace, waiting to enter the battlefield on a future turn. While in hyperspace, the squadron does not count for activations, victory conditions, or points. A player may elect to deploy a squadron in reserve unless otherwise stated in the Scenario Conditions, subject to the following conditions:

1. No more than 30% of the MFV may be placed in reserve.
2. Only full squadrons can be placed into reserve.
3. The Admirals Flagship cannot be placed in reserve.

Battlefield Deployment

To deploy a squadron on the battlefield, place ships with their Flight Stand entirely within the Deployment Zone. If the Flight Stand cannot be placed within a Deployment Zone (due to the base being too big, for example) place the Ship with the stand touching a Friendly Board Edge instead.

Hidden Deployment

Ships with the *Ambush* SCR may be deployed to the game board using markers to hide the actual position of the squadron. To deploy as hidden, all ships in the squadron must have the *Ambush* SCR. The player takes three deployment markers, each consisting of a 4" diameter overlay, with the name of the squadron written on one marker. The rest of the overlays are used as decoys and are left blank. When the squadron is selected for deployment, set the squadron aside, and place the overlay markers anywhere on the board, subject to these restrictions:

1. The overlay marker cannot be in base contact of any enemy model.
2. The overlay marker cannot be inside an enemy deployment zone (if one is present).

When an enemy ship completes its movement in base contact (or within) with an overlay marker, reveal the marker. If the marker is a decoy, remove the marker from the board. Otherwise, the squadron is no longer hidden, and each ship must be deployed either inside the marker, or in base contact with it. The player that owns the overlay marker can choose any facing for the revealed ships, and each ship deploys with a *Full Stop* marker. The revealed squadron will activate on the current turn, and activates normally for the rest of the game. The other overlay markers that were part of that squadron's hidden setup are then removed from the game board.

As a squadron activation, a player may voluntarily reveal an overlay marker (and deploy ships as appropriate) during the *Squadron Activation Phase* of a turn.

Scout Deployment

After all other squadrons have been placed, any squadron where all ships have the *Scout* SCR may deploy to the game board.



A spy station quietly listens to interspace communications, gathering information from a nearby system.

The Order of Play

A game of Quantum Rebellion is broken down into a number of 'Rounds' which are further broken down into a number of distinct Phases. In each Round, carry out each of these phases in order:

1. Initiative Phase
2. Reserve Phase
3. Squadron Activation Phase
 - a. During this phase, players take Turns choosing squadrons to activate.
4. End Phase

Initiative Phase

To determine the side with initiative, each Player rolls **2d6** (or 1d6 if the player does not have a Fleet Admiral on the board). The Player with the highest total chooses their place in the Order of Initiative for the current turn. If each player rolls the same total, roll again (with all bonuses still applying) until one player has a higher total and a clear Order of Initiative has been established for the turn.

Reserve Phase

During the Reserve phase, each player may bring in squadrons that have been held in hyperspace reserve. A player may pass this phase if they do not wish to bring ships out of reserve.

Squadron Activation Phase

Starting with the Player who is first in the Order of Initiative, Players alternate activating a Squadron, carrying out its actions for the turn. A squadron with any number of *Disorder* markers may not activate before another friendly squadron that has fewer *Disorder* markers. See *Squadron Activation Phase* on page 22 for the complete rules.

End Phase

Once all squadrons present on the battlefield have activated, the play then moves on to the *End Phase*, detailed on page 35. Once the *End Phase* is complete (and assuming the game has not ended) the current round ends, and the next round begins.

Reserve Phase

During the Reserve phase, each player may bring in squadrons that have been held in *Hyperspace Reserve*. In order to deploy from reserve, a ship uses its Hyperspace drive to create an energy portal between Hyperspace and normal space. Energy portals are represented on the game board as a 2" diameter disk. A player may pass this phase if they do not wish to bring ships out of reserve. Once a player has passed, he may not place any more portals this round.

Open Hyperspace Portal

During the Reserves phase, and starting with the player that has initiative, players alternate selecting a squadron in reserve, and then placing an energy portal on the board to show where that squadron will enter the game board. The edge of a portal must not be placed within 4" of any planet or active beacon. A portal may be placed within other terrain features without restriction, although ships entering will be subject to terrain effects once they are on the board in normal space.

Entering Normal Space

A squadron that has been selected to open a portal must enter the game during the *Squadron Activation* phase by using the *Engage Hyperspace Drive* special action. Due to sensor interference, ships in the squadron do not receive the Optimal Range bonus when attacking this turn.

Restricted Entry

By the start of round 5, disruptions in the Hyperspace matrix make it impossible to enter the battlefield by using an energy portal. Any squadron that is in *Hyperspace Reserve* during the *Reserve Phase* of turn 5 is no longer eligible to enter the battlefield, and the opposing side immediately scores full points as if they had been *Destroyed*.

Squadron Activation Phase

Starting with the Player who is first in the Order of Initiative, each Player activates a single Squadron. A squadron with any number of *Disorder* markers may not activate before another friendly squadron that has fewer *Disorder* markers.

Each squadron activation has the following segments:

1. Command Segment
2. Movement Segment
3. Special Actions Segment
4. Combat Segment

After a Player has completed all of the actions for their active Squadron, the next Player in the order of Initiative activates a Squadron. Alternate activations until all Squadrons on the game board have been activated. If one Player has more Squadrons to activate than another, once the other Player has activated all of their Squadrons, they are considered to 'pass' during the alternation, allowing the activations sequence to continue to alternate without their participation.



Alliance frigates round a stormy moon while in transit to the Stykisholm Naval Station.

Command & Control Segment

Various actions related to ship operations are handled during this step. They are performed in the following order:

Shut Down/Restart Main Drive

This is an optional action. Any ship in a squadron can shut down its engines by placing a *Full Stop* marker on the ship's base. A ship at *Full Stop* will skip the *Movement Segment* of the activation. While a ship is at *Full Stop*, the following applies:

- During the *End Phase*, repair rolls by *Damage Control* teams are much more effective, with repairs on a 4, 5 or 6.
- While at a *Full Stop*, it is more difficult to bring weapons to bear on a target. During the *Combat Phase*, a ship making a *Direct Fire* attack has a -1 penalty to all dice rolls.
- While at *Full Stop*, enemy ships are able to more easily target the ship. Reduce the defending ship's cover (Heavy → Light, Light → None) when making a *Direct Fire* attack against a ship with a *Full Stop* marker.

To restart the main drive, remove the *Full Stop* marker from the ship. The ship can then move up to half normal speed during the *Movement Segment* this turn.

Open Hyperspace Portal

Any ship with a functioning hyperspace drive may open a hyperspace portal. If a ship is on the board (i.e., in normal space), place a *Hyperspace Portal* marker within 6" of the ship, and not within 6" of any terrain feature. If a ship is off-board (i.e., in hyperspace), place a *Hyperspace Portal* marker anywhere on the board that is not within 6" of any terrain feature, and not in any restricted area (as may be defined in a scenario description).

A *Hyperspace Portal* works in only one direction, either from hyperspace to normal space, or from normal space to hyperspace. A ship can maintain only one open *Hyperspace Portal* at a time, although any number of ships may use the *Hyperspace Portal* while it is open.

Remove Disorder

Each ship in the squadron may remove one *Disorder* marker, in addition to any other removals due to SCR's or other conditions.

Check Command Radius

Finally, check the position of each ship in relation to the Squadron Commander. Each ship in a squadron must be within the *Command Radius* of its Squadron Commander, as measured between posts on the flight bases. A ship that is outside of the Command Radius gains a *Disorder* marker.



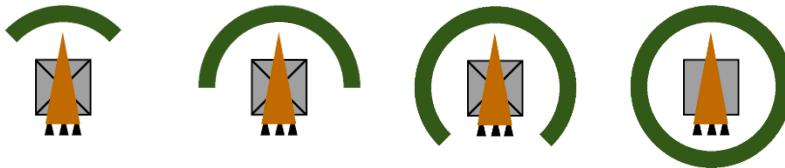
Movement Segment

During the *Movement Segment* each ship in the Active Squadron makes all of its movement actions for the turn. A ship may take one optional *Special Action* and one mandatory *Standard Movement* action.

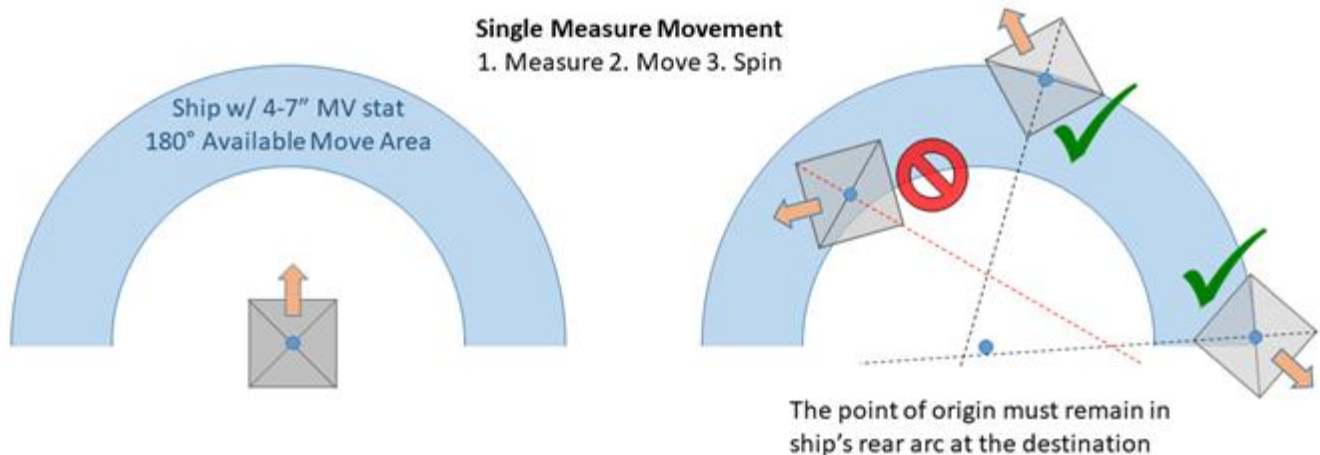
Moving a Ship

A ship's ability to move across the board is defined by its MV (Move) and turning arc statistics.

Each ship has a defined maximum move, and may have a minimum move rating as well. There are four different arcs that define how tightly a ship may turn, as defined by the band shown:



- A 90° arc that matches the forward arc Marked on the base.
- A 180° arc that includes the forward half of the ship.
- A 270° arc that includes the port, forward, and starboard arcs Marked on the base.
- A 360° arc that includes all quadrants of the base.



Movement in Quantum Rebellion uses the following procedure:

1. Measure the distance to move in a straight line from the ship's origin (current position) to its destination (new position) inside its allowed movement arc. Always measure from post to post.
2. Place a mark at the origin position, and move the ship to the destination position.
3. With the ship at the destination point, rotate the ship to a facing such that the movement origin remains inside its aft arc.
4. If the movement path from start to finish crosses any part of a terrain feature, check for terrain damage as detailed in the *Celestial* Terrain section on page 13.

Movement Limitations

A ship cannot end its Movement with its Flight Stand on top of another ship's Flight Stand or fighter token, or with any part of the physical ship model touching another physical model. If a ship cannot move to a clear space beyond a conflicting ship or token, it must end its movement prior to making contact.

Movement with Fighter Tokens

A fighter token that is in base contact with a friendly ship is moved along with that ship for free. This does not count as movement or activation for the fighter token.

Moving Off the Table

Unless a Victory Condition, Gaming Condition or Scenario Objective says otherwise, if any part of a Flight Stand leaves the game board, the ship or token counts as being *Destroyed* and is removed from the game with full points awarded as normal, unless another gaming condition applies.

Moving Through Terrain

With the exception of planets, ships are able to move through terrain. Doing so presents certain hazards, and the ship may be subject to an 'attack' roll to determine if any damage is inflicted by the terrain. Each ship has a *Maneuverability Rating (MR)*, which describes its relative ability to avoid damage from terrain.

When a ship activates inside a terrain feature, or when moving through the terrain, roll the 'attack' dice listed for the terrain, counting results of 4+ at hits. Combine and roll dice for the **DEF** and **MR** values of the ship, with results of 5+ counting as intercepts. Subtract the number of intercepts from the hits to determine the number of hits to score on the ship.

Shields and Cloaking systems have no effect on preventing damage from terrain effects.



Aided by the RS Perception, the DNS Avenger of Ixalan begins its targeting calculation on the enemy fleet.

Special Actions

After completing its movement, a ship may take one of the following special actions during its activation. A ship may only perform one *Special Action* per turn.

Deploy Beacon

A ship with a *Beacon Deployment* module may deploy a single beacon by placing it in base contact with the ship. The beacon is deployed with the offline side showing, and automatically goes online at the end of the current round. A ship can only perform this action if it has the *Beacon Deployment* equipment module installed.

Engage/Disengage Cloaking Field

Ships with a *Cloaking Field* equipment module can elect to engage or disengage their cloak by adding or removing a *Cloaked* marker.

Engage Hyperspace Drive

A ship must have a functioning Hyperspace Drive in order to open a portal to hyperspace. A ship makes a hyperspace jump in one of three ways:

1. The ship enters normal space from hyperspace via an open energy portal. Place a ship in the squadron in base contact with the open hyperspace portal marker, then remove the marker from the game board.
2. The ship enters hyperspace, effectively leaving the game. This action scores 50% of the ships total point cost to the opponent. The ship may not re-enter the game once it enters hyperspace.
3. The ship makes a *Short Range Jump*, moving adjacent to any friendly active beacon. The ship may choose any facing when it is placed next to the beacon. During its next attack phase, any enemy ship attacked by this ship is considered to have *Light Cover*, in addition to any other terrain modifiers.

Full Thrust




A ship may elect to divert all power to the main thrusters. This action allows the ship to perform an additional *Standard Movement Action*. If this special action is taken, a ship may not fire any of its weapons (Direct or Indirect) during the *Combat Segment*, but may still initiate a *Boarding Assault*.

Launch Fighters

A ship with available *Fighter Squadron* tokens on board may launch up to three fighter tokens by placing them in base contact with the parent carrier. Up to three additional fighter tokens can be launched if the carrier takes a *Disorder* marker.

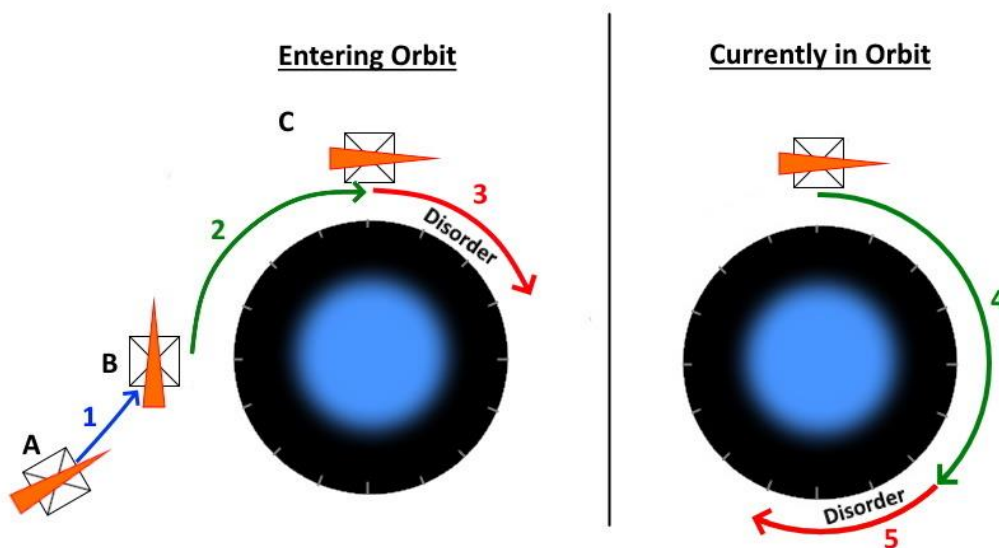
Split-S Maneuver

A ship can execute a *Split-S* maneuver in order to change its facing 180° in a single move. This *Special Action* can only be used if the ship did not move during the *Movement Segment*. To use this maneuver, the ship moves half its maximum movement straight ahead, then adjusts its facing 180° from its current facing. Corvettes, Frigates, and Destroyers can perform this maneuver without overstressing the hull. However, Light Carriers, Cruisers and Heavy Cruisers that execute this maneuver gain a *Disorder* marker. Dreadnoughts, Battleships, Fleet Carriers, and Battlecruisers gain two *Disorder* markers when making this maneuver.

Move Half, Rotate 180	Ship Class
	K, FF, DD
	CR, CH, CVL
	DN, BB, CV, BC

Orbiting Planets

A ship may enter orbit around a planet in order to conserve movement, or gain a boost of speed without using the ships engines.



Entering Orbit

1. The ship is at some point A when it activates, and starts moving toward point B. The ship must turn so that it is perpendicular to the planet. The ship moves 4" from A to B.
2. Once the ship is perpendicular to the planet, and is within 3" of the planet's edge, it is considered to be in orbit. It can then move up to four orbital segments around the planet from point B to point C. This does not cost any of the ships base movement. It must move at least one segment in order to be considered in orbit, however.
3. If desired, the ship may move an extra three orbital segments (from point C to point D). The stress of this extra movement results in the ship taking a *Disorder* marker.

Activating while in Orbit

If the ship is already in orbit when it activates (i.e. it is perpendicular and within 3" of the planet's base) it must move between one and six segments around the planet. This orbital movement does not count as using the ships base movement for that turn, and the ship is not required to use its minimum move.

If desired, the ship may move up to three extra segments around the planet. This extra movement results in the ship taking a *Disorder* marker.

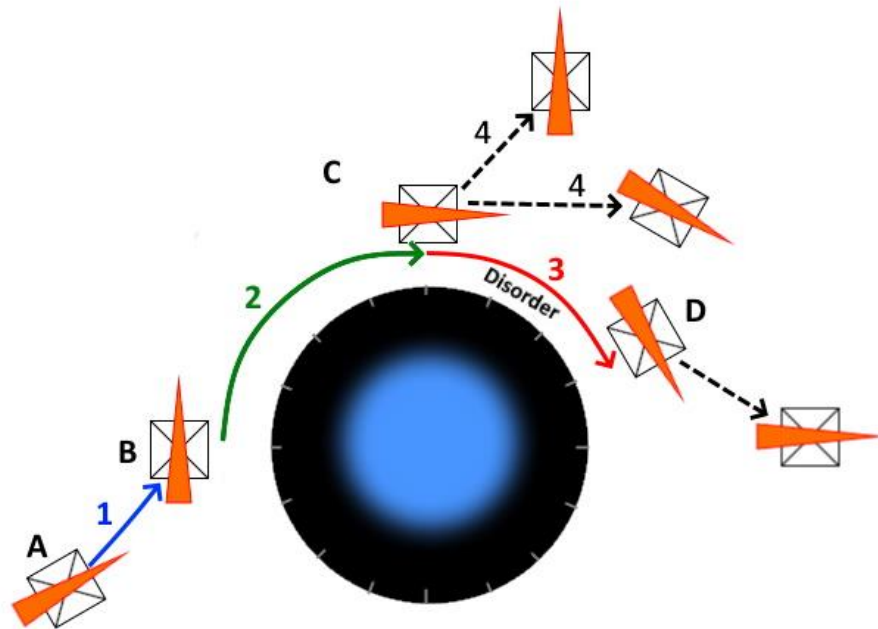
A ship may shut down its main drive while in orbit. It will continue to move around the planet as normal, but it cannot leave orbit while the main drive is either offline or *Destroyed*.

Breaking Orbit

To break orbit around a planet, a ship simply moves as normal away from the planet. This does not count as a *Special Action*, although using any orbital movement before leaving orbit would count as the *Special Action* for that turn.

Gravitational Slingshot

This action can be taken at any time during the *Movement Segment*, if a ship is perpendicular to the planet, and within 3" of its base. Performing a *Gravitational Slingshot* ("GravShot") allows a ship to swing around a planet, using the gravity well to increase its effective speed.



Steps for making a Gravitational Slingshot. For this example we have a ship with a base movement of 9":

1. The ship is at some point A when it activates, and starts moving toward point B. The ship must turn so that it is perpendicular to the planet. The ship moves 2" from A to B.
2. Once the ship is perpendicular to the planet, and within 3" of the edge of the planet's base, it is considered to be in orbit. It can then move up to four orbital segments around the planet from point B to point C. This does not cost any of the ship's base movement. It must move at least one segment in order to be considered in orbit, however.
3. If desired, the ship may move an extra three orbital segments (from point C to point D). The stress of this extra movement results in the ship taking a *Disorder* marker.
4. The ship may break orbit at any point during its move around the planet, using its remaining movement (in this case, up to 7"). Several possible end positions are shown in the diagram. Note that the ship could break orbit at any point along path #2, as long as it had moved at least one segment in orbit.

Combat Segment

In the Combat Segment, ships can make separate attacks against multiple targets, or they can coordinate firing patterns in order to maximize firepower on larger targets. Combat in Quantum Rebellion takes place using three separate modes of combat:

- Weapons Fire (both Direct and Indirect)
- Fighter Squadrons
- Boarding Assaults

These combat modes may be performed in any order that the controlling player desires; it is not necessary to declare every target and every weapon to be used. However, all attacks of the same mode must be completed together, i.e., all *Weapons* fire together, then *Fighter Squadrons*, etc.

Defensive Screen

In order to provide additional defensive protection to other ships, the crews of Frigates and Corvettes are trained to screen the larger, more valuable capital ships from incoming fire. By placing themselves in between an attacking ship and its target, these smaller ships are able to partially intercept incoming fire. A ship must have the *Defensive Screen* SCR in order to provide this benefit. If any damage is scored from the attack (i.e., more hits than intercepts) at least 1 hit must be assigned to the screening ship.

Vulnerable Sector

Ion interference from a ship's engines causes the aft section of a ship to be more vulnerable to attack. A ship making a *Direct Fire* attack that traces their LOS into the target ship's Aft Arc adds one extra die to the attack. Indirect Weapons cannot target the *Vulnerable Sector* of a ship, regardless of the relative positions of the attacker and defender.



Ships of the Imperium maintain close formation while on patrol near an allied listening post.

Firing Options

A squadron of ships can coordinate attack patterns and share firing solutions, allowing the ships to maximize their impact on the enemy. There are two different *Firing Options* used when attacking a ship: **Single Fire** and **Squadron Fire**.

Single Fire

This is the simplest form of firing solution. This is the only firing option available to a ship if there is no Squadron Commander present in the squadron.

Squadron Fire

The effectiveness of an attack is improved by having multiple weapon systems combine fire on a single target. As long as there is a Squadron Commander in the squadron, all ships in the squadron can fire together at the same time, concentrating their fire. When using this firing option, use the shortest distance from any attacking ship to the defending ship to determine the range, and the worst LOS among all attacking ships to determine defenders status.

Other Restrictions

Direct and Indirect weapons never combine fire together.

A ship may fire on separate targets that are in any (or all) firing arcs. Firing through multiple arcs causes a heavy strain on the power systems of a ship. As a result, the attack cannot gain the *Optimal Range* bonus whenever more than one firing arc (excluding turrets) is used in a single turn.

If a ship has multiple turret weapons, only one turret can combine with the arc weapon being fired.

Resolving Attacks

Each weapon system on the attacking squadron can be resolved in any order that the active Player wishes. Damage from an attack is applied immediately after the attack. For example, if the first attack against a ship knocks out its shield systems, subsequent attacks against the same target will find it much easier to cause damage.

Attack Procedure Summary:

1. Select target.
2. Check for valid Lines of Sight and determine eligible Firing Arcs.
3. Measure Range from post to post between target and attacking ships.
4. Attacker compiles and rolls Attack Dice. Count hits based on range to target. If different ordnance weapons are used, roll separately, or use different color dice to identify ordnance effects.
5. Defender compiles and rolls Defense Dice. Count intercepts based on cover from attacker.
6. Subtract the number of defending intercepts from the attacking hits. Each defensive 'Damage Control' result cancels one attacking 'Ordnance' hit.
7. If there are left over attacking hits, subtract them from the remaining HP on the ship. Apply any 'Ordnance' hits not cancelled by 'Damage Control' results. If no hits were scored on the defending ship, ignore all 'Ordnance' hits.
8. Check for possible Critical Hit effects. If the number of inflicted hits is equal or greater than the CR, roll 1d20 and consult the ship blueprint to determine the damaged location.
9. Move on to the next Attack.

Attack Procedure Detailed

1. Select Target
 - a. It is not necessary to select all targets prior to making an attack.
2. Check Line of Sight and Arc of Fire for *Direct Fire* attacks. For *Indirect Fire* attacks, skip this step.
 - a. Line of Sight (LOS) is checked by drawing a straight line from a post of the firing ship to a post of the target ship. If this line crosses terrain that blocks the LOS the attack cannot be made.
 - b. If the LOS crosses a terrain feature that impedes LOS, the defending ship will have either *Light* or *Heavy Cover*, based on the terrain. The attack is based on the worst LOS from the attacking squadron.
 - c. The post of the target must be within the Weapon's Arc of Fire. If a target's post is on the line between two Arcs of Fire, the attacking Player must choose which Arc the ship is in. A ship cannot fire at the same target from different arcs that do not overlap.
3. Measure Range
 - a. If the target is within the Arc of Fire, and has valid LOS, measure the range between the attacking and defending ships. Measure the number of inches along a straight line between the posts of the two ships to determine the range.
 - b. If multiple ships in a squadron are combining fire on a target, use the shortest distance between the attacking and defending ships.
 - c. Compare this distance to the *Optimal Range* of the weapons being used. The target is considered to be in *Optimal Range* if the distance is within the range shown. If the target is inside the *Optimal Range*, the attack gains a +2 bonus to-hit. If the target is farther away than the maximum range (48") it cannot be attacked.
4. Compile and Roll Attack Dice
 - a. Sum all of the attack values from the ships in the attacking squadron for the arc that is firing. This is the number of attack dice that will be used in the attack.
 - b. Roll the attack dice. Each result that is greater or equal to the to-hit number counts as one hit.
 - c. Set aside any 'Ordnance' results ('6') for consideration after the defense dice have been rolled.
5. Compile and Roll Defense Dice
 - a. Add together the Defense (DEF) and other defensive SCR's on the target ship. Add one extra die for each other ship in the defending squadron.
 - b. If a ship with the *Defensive Screen* SCR is in base contact with the target ship, a player may add that ship's DEF rating to the defense dice pool.
 - c. Roll the total number of defense dice. Each result that matches the cover of the attack ('Light' or 'Heavy'), as well as 'Normal' results each count as one intercept.
6. Subtract defensive intercepts from attacking hits. If there are any remaining hits, subtract these from the HP value of the target ship.
7. Each 'Damage Control' result cancels one 'Ordnance' result. If at least one hit was scored against the enemy ship, apply any remaining 'Ordnance' results that were not cancelled by 'Damage Control' results.
8. If the number or hits (not counting Ordnance results) inflicted on the ship is equal or greater than the ship's Critical Rating (CR), roll 1d20 for the critical hit location shown on the ship blueprint. That location is marked as offline, but may be repaired during the End Phase.
9. Move on to the next attack. A ship may make an attack against targets in each arc where it has available weapon systems. Each weapon can only fire once per turn.

Fighter Squadrons

Fighter Squadrons represent multi-role spacecraft that provide additional long-range strike and defensive options for a fleet. In this section, any ship that has a *Hangar Capacity* value greater than zero also acts as a *Carrier*, in addition to the actual ship class. These spacecraft are represented by squadron tokens on the game board.

Attack Die and Range

A *Fighter Squadron* token has one attack die. The effective maximum attack range for a *Fighter Squadron* attack is 0"; in other words, the token must be in base contact with its target in order to make an attack.

Launch Fighter Squadron

All *Fighter Squadron* tokens may be deployed on the game board during the *Standard Deployment* phase; they are deployed in base contact with the parent *Carrier* ship. They may also be launched during a *Carrier's* activation as a *Special Action*, launching up to three of its available *Fighter Squadrons* when it activates. Up to an additional three more tokens can be launched if the *Carrier* takes a *Disorder* marker.

Move Fighter Squadron

A *Fighter Squadron* activates at the same time its parent carrier activates. A *Fighter Squadron* token may move up to 20" in any direction, with no minimum move, and no restrictions on turning.

Combat Area Patrol (CAP)

An exception to moving a *Fighter Squadron* exists when the token is in base contact with a friendly ship. In this case, the *Fighter Squadron* will move with that ship during its activation. In this way, the *Fighter Squadron* can provide cover to other ships as they move around the battlefield.

Return to Carrier

When returning to the carrier, *Fighter Squadrons* instantly move any distance (even over 20") to make the return flight. A *Fighter Squadron* may also be voluntarily returned to its parent carrier at the end of that carrier's activation.

Fighter Squadron Missions

There are three missions that are performed by *Fighter Squadron* tokens:

- **Pinpoint attacks against enemy ships.** Due to their high maneuverability, *Fighter Squadrons* more easily inflict critical damage on enemy ships. Unfortunately, the defensive systems on a ship are particularly suited to destroying the slower moving spacecraft (compared to torpedoes or other direct fire attacks).

To make an attack, the fighter token (or multiple tokens) moves to base contact with the enemy ship. The defending player rolls **DEF** dice first, including the **DEF** of any adjacent ships with the *Defensive Screen* SCR, and any friendly *Fighter Squadrons* providing cover for the ship. For each defensive roll of 3-5, one enemy *Fighter Squadron* aborts, and must *Return to Carrier*. For each defensive roll of 6, destroy one enemy *Fighter Squadron* token. Any remaining attacking *Fighter Squadrons* then roll 1d6, with results of 3+ scoring a *Critical Hit* on the defending ship. All attacking and defending *Fighter Squadrons* then *Return to Carrier*.

- **Attacking another *Fighter Squadron*:** When a *Fighter Squadron* token moves into base contact with another *Fighter Squadron*, a dogfight ensues. All *Fighter Squadrons* roll 1d6 to attack. For each result of 3-5, one enemy *Fighter Squadron* aborts, and must *Return to Carrier*. For each result of 6, one enemy *Fighter Squadron* is destroyed. The remaining *Fighter Squadrons* may *Return to Carrier* after the dogfight, or may remain on the board.

- **Escorting a friendly ship.** Fighter squadrons may establish a defensive screen around a friendly ship. This allows the fighter squadron to potentially intercept other fighters, torpedoes and boarding craft. Add the *Fighter Squadron* attack dice to the ships' **DEF** and roll defense as normal when attacked. The *Fighter Squadron* must *Return to Carrier* after providing this defensive support.

Destroyed Carriers

When a *Carrier* is *Destroyed*, any *Fighter Squadrons* which are aboard are also lost. *Fighter Squadrons* that are currently deployed remain in play until they have to *Return to Carrier*, then the token is permanently removed from the game.

Boarding Assaults

Launching a Boarding Assault

To launch a *Boarding Assault*, a ship must have the *Space Marines* SCR, and also be within 3" of an enemy ship. Ships in a Squadron may choose to launch a coordinated *Boarding Assault* against a single enemy ship, provided each attacking ship is in range of the target.

Boarding Assault Procedure

Boarding Assaults use the following procedure:

Declare Targets

Each ship in the attacking Squadron declares whether they are performing a *Boarding Assault*, and against which enemy ships they intend to target.

Roll Boarding Assault Dice

The attacker rolls a number of dice equal to sum of all the *Space Marines* for each ship participating in the *Boarding Assault*. If a ship also has the *Special Forces* SCR, these dice should be rolled separately. Counting up the number of results for 'Boarding', and 'Special Forces' if applicable.

Roll Boarding Defense Dice

The defender rolls a number of dice equal to the following:

- The target ship's **DEF** rating.
- Add the **DEF** of any adjacent ship that has the *Defensive Screen* SCR.
- Add one die for each *Fighter Squadron* in base contact with the target ship.

Dice results of 5-6 are counted for intercepts. If the ship has the *Secured Bulkheads* SCR, count results of 3-6 as intercepts.

Compare Results

Subtract the number of defense intercepts from the boarding hits, and then divide this result by the current **CP** value of the target ship, rounding down. This is the number of critical hits scored on the target ship. For example, a ship with a **CP** of 3 is attacked by a Boarding Assault. The attacker rolls 10 boarding hits, and the defending ship rolls 3 intercepts. Subtracting intercepts from hits results in 7 boarding hits against the ship. Dividing this number of hits by the **CP** value results in two critical hits on the target ship. (7 hits/3 **CP** = 2.3 critical hits, rounded down to 2 critical hits)

Damage Effects

Disorder

A ship with *Disorder* markers aboard represent a notion of chaos on-board a vessel with crews rushing to shore up structural faults, contain fires, and generally deal with the chaos of battle.

- Squadrons must be activated in order of least *Disorder* activating first to those with the most *Disorder* going last.
- If the number of *Disorder* markers is ever equal or greater than the current **CP** rating, the ship must make an *Emergency Hyperspace Jump*.
- A ship may remove one *Disorder* marker during the *Command & Control Segment* of its activation.
- Some SCR's may also allow *Disorder* markers to be removed.

Condition Check

When a ship loses the amount of **HP** shown on the *Full Strength* side of its stat card, the player must then flip the card to the *Compromised* side of the stat card. The ship also must make a *Condition Check* to determine whether it will stay and fight, or withdraw from the battle. A ship that fails the *Condition Check* must make an *Emergency Hyperspace Jump*.

To make a Condition Check, roll **2d6** and subtract the number of *Disorder* markers present on the ship.

A successful *Condition Check* result is dependent on the senior rank on board the ship:

- 6 or more for Captain rank
- 5 or more for Squadron Commander rank
- 4 or more for Fleet Admiral rank

Emergency Hyperspace Jump

A ship that is required to make an *Emergency Hyperspace Jump* is immediately removed from the game. This action is the same as if the ship had taken the *Engage Hyperspace Drive* special action except that the ship score full points to the opposing player. If a ship is unable to use its hyperspace drive (either due to damage, terrain effect, or it has no hyperspace drive) then the ship instead gains a *Disorder* marker.

Zero Hull Points (0 HP)

A ship that is reduced to zero **HP** counts as *Destroyed* and the model is removed from the table. The opposing player scores points equal to the ships total cost.

Zero Critical Rating (0 CR)

A ship that has its Critical Rating (**CR**) reduced to 0 has lost its structural integrity and is *Destroyed*.

Zero Crew Points (0 CP)

A ship with **CP** value equal to zero cannot launch or recover *Fighter Squadrons*, and cannot initiate *Boarding Assaults*. The ship must make an *Emergency Hyperspace Jump* if it gains a *Disorder* marker, or it takes any additional **CP** damage. Additionally, if a ship ever has a negative **CP** value, it must make an *Emergency Hyperspace Jump*. If it cannot make the jump, it is *Destroyed*.

Critical Hits

A critical hit is scored when the number of hits on a ship is greater than the **CR** rating. Some weapon systems have ordnance effects that also generate critical hits. When a critical hit is scored, roll 1d20 and consult the ship blueprint for the affected location. A weapon location that suffers a critical hit cannot fire. Other locations that suffer critical hits do not function, as provided in their respective descriptions.

Combat Examples:

Example 1:

A squadron of three destroyers are attacking an enemy cruiser that is located on its port side. Each destroyer has an EMP cannon (3 attack dice, 0"-16" *Optimal Range*) mounted in the port weapon mount.

The target is an enemy cruiser with a **DEF** value of 3, and a **CR** value of 5. It is part of a squadron that includes one other cruiser and a destroyer.

1. The attacking player names the cruiser as the target.
2. LOS from one destroyer passes through a *Light Cover* asteroid field. A second destroyer has LOS through a gas cloud which provides *Heavy Cover*, and the third destroyer has clear LOS. The worst LOS is used, so the defending cruiser will have *Heavy Cover* for this attack. The cruiser is in the port arc of all destroyers, so each destroyer may fire its EMP weapon.
3. The defending squadron does not have any frigates/corvettes with the *Defensive Screen* SCR, so there are no ships providing a defensive screen for the cruiser.
4. Range to target is 13", which is inside the *Optimal Range* for this weapon system. Hits will count on a 3 or better on the attack dice.
5. The attacker rolls 9 dice (three ships with 3 dice each) and gets the following result on the dice: 1,2,3,3,6,6,6. This results in 5 potential hits on the cruiser, with 3 *Ordnance* results.
6. The defender rolls 5 dice (the **DEF** value of 3, plus 1 for each other ship in the squadron) and gets the following: 2,3,3,4,4. This results in 5 intercepts.
7. The cruiser will take 0 **HP** damage (5 hits – 5 intercepts). However, the three 'Ordnance' results were not cancelled by *Damage Control* results, so the target cruiser has its **DEF** value reduced by 3 (1 for each EMP *Ordnance* result).
8. The destroyers have no more valid targets, so their activation ends.

Example 2:

An squadron of two cruisers and one battleship is attacking an enemy battleship squadron, which includes a battleship and frigate (which has the *Defensive Screen* SCR). The cruisers are armed with High Velocity weapons (3 attack dice, 16"-32" *Optimal Range*), and the battleship has a Beam weapon (6 attack dice, 0"-16" *Optimal Range*).

The target is an enemy battleship with a **DEF** value of 6, and a **CR** value of 6. The battleship is inside a small asteroid field, which provides light cover to the ship. The frigate is also in base contact with the battleship.

1. The attacking player names the battleship as the target.
2. LOS from the attacking ships passes through the *Light Cover* asteroid field, so the defending battleship will have *Light Cover*. The battleship is in the forward arc of all cruisers.
3. Range to target is 8", which is outside of the *Optimal Range* for the High Velocity weapons, so they will score hits on a 5 or 6. This is the *Optimal Range* for the Beam weapon which will hit on 3, 4, 5 or 6.
4. The attacker rolls six dice for the two cruisers and gets 1,1,3,3,5,6. This results in 2 hits on the battleship, with 1 'Ordnance' result. The 6 dice from the attacking battleship are rolled with results of 1,1,4,5,6. The ordnance effect for Beam weapons allows for re-rolling all '1' results, so two dice are re-rolled, with a 3,5 result and two more hits.
5. The attacker has a total of 7 hits, and 1 High Velocity ordnance result.

6. The defender rolls 8 dice (the **DEF** value of the battleship plus the **DEF** value of the screening frigate), with intercepts happening on a result of 3,4,5 or 6 due to the *Light Cover*. Dice are rolled and the following come up: 1,2,2,2,3,4,5,5. This will provide 4 intercepts, but no *Damage Control* results since no '6' was rolled.
7. The battleship will take 3 HP damage (7 hits – 4 intercepts).
8. The single 'Ordnance' result causes the **CR** value to be reduced to 5 for the remainder of the game.
9. The defender compares the number of hits scored against the current **CR** value of the ship. Having taken 3 HP damage, and with a current **CR** of 4, no critical hit is inflicted on the ship.
10. The attacker has no more valid targets, so the activation ends.

End Phase

Perform End Phase actions in the following order:

1. Check for End of Game
2. Damage Control
3. Adjust Game Markers
4. Next Round

Check for End of Game

If one side has satisfied the scenario Victory Conditions, the game ends. In addition to points scored during the game, the following end game scoring applies:

- Ships that have lost half their initial HP score half points for the opposing player.
- Ships that have not entered from reserves score full points for the opposing player.

Players then compare their scores to determine the winner.

Damage Control Teams

If a ship has the *Expert Engineers* SCR, it automatically repairs any one location damaged by a *Critical Hit*.

A ship can attempt to repair a *Critical Hit* by assigning crew to damage control teams.

1. Select a ship with one or more *Critical Hits*. Roll a number of dice equal to its current **CP** rating minus the number of *Disorder* markers on the ship.
2. Repair one *Critical Hit* location on the ship for each 6 result rolled. If the *Main Drive* is offline, a result of 4, 5, or 6 repairs a *Critical Hit*.
3. Repeat for each ship that has suffered any number of *Critical Hits*.

Adjust Game Markers

Several game markers have End Round effects:

- Ships with the *Elite Bridge Crew* SCR remove one *Disorder* marker.
- Resolve any *End Phase* effects stated in the scenario or terrain rules.
- Ships with *Shield Generators* regenerate 1 shield (or 2 shields if equipped with an Aux. Power Unit.)
- Players may switch Beacons on, which may cause other beacons to become jammed, if they in base contact with each other. A player may also power down any of their beacons.
- All *Hyperspace Portals* close; remove the portal markers from the game board.

Next Round

If no player meets the scenario victory conditions, begin a new round with the *Initiative* phase.

Compiled Game Tables

Red Attack Dice			
#	Ship vs. Ship Attack	Fighter Squadron Attack	Boarding Attack
1	Miss at all ranges	Miss	Miss
2	Miss at all ranges	Miss	Miss
3	Hit inside <i>Optimal Range</i>	Abort Fighter Critical vs. Ships	Hit if ship has the <i>Special Forces SCR</i>
4	Hit inside <i>Optimal Range</i>	Abort Fighter Critical vs. Ships	Hit if ship has the <i>Special Forces SCR</i>
5	Hit at all ranges less than maximum range (48")	Abort Fighter Critical vs. Ships	Boarding Hit
6	Hit at all ranges less than maximum range (48") AND Ordnance Effect ¹	Destroy Fighter Critical vs. Ships	Boarding Hit

Turn Sequence:

1. Determine Initiative
2. Reserve Phase
3. Squadron Activation Phase
 - a. Shut Down/Restart Drive
 - b. Remove 1 *Disorder*
 - c. Command Range check
 - d. Standard Movement
 - e. Special Action (Limit 1)
 - f. Combat
4. End Turn
 - a. Damage Control
 - b. Beacons power up
 - c. Other Potential SCR effects

Blue Defense Dice			
#	Ship vs. Ship Defense	Fighter Squadron Defense	Boarding Defense
1	Miss	Miss	Miss
2	Intercept if in <i>Heavy Cover</i>	Miss	Miss
3	Intercept if in <i>Light</i> or <i>Heavy Cover</i>	Abort Fighter	Intercept if ship has <i>Secured Bulkheads SCR</i>
4	Intercept	Abort Fighter	Intercept if ship has <i>Secured Bulkheads SCR</i>
5	Intercept	Abort Fighter	Boarding Intercept
6	Intercept AND Damage Control ³	Destroy Fighter	Boarding Intercept

Special Actions:

- Short Range Jump
- Cloak (engage/disengage)
- Deploy Beacon
- Full Thrust (extra move)
- Launch 1-3 *Fighter Squadrons* (+3 w/*Disorder*)
- Engage Hyperspace Drive
- Orbit 1-6 seg. (+3 w/*Disorder*)
- GravShot (4 seg; +3 w/*Disorder*)
- Split-S (180° turn w/*Disorder*)

Rules for *Emergency Jumps*:

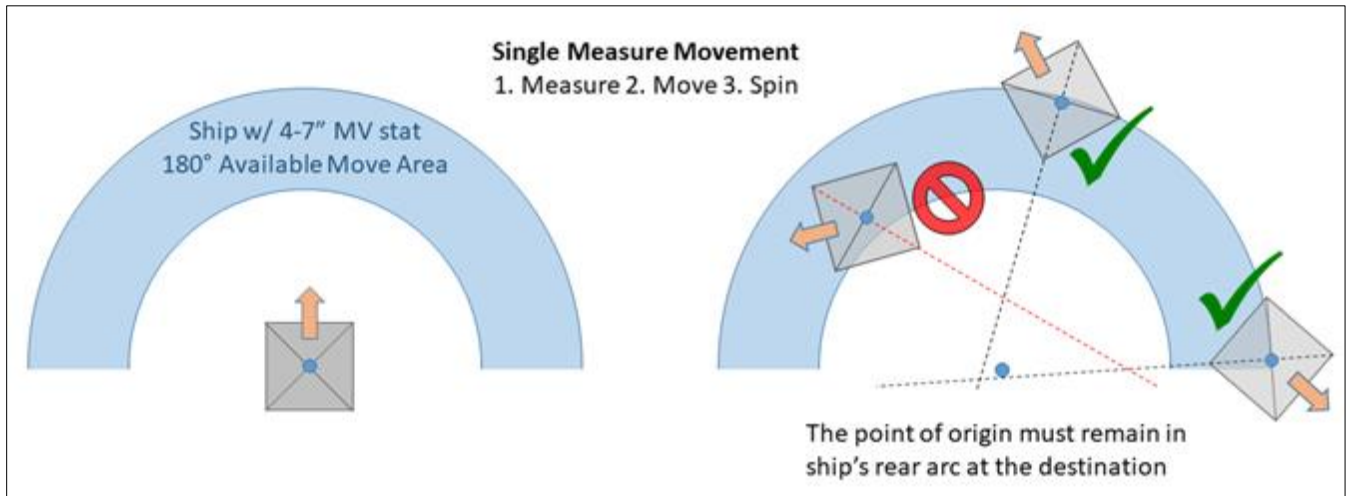
- When *Compromised*, roll 2d6 and subtract *Disorder*. Jump if:
 - 6+ for Captain
 - 5+ for Squadron Cmdr.
 - 4+ for Fleet Admiral
- A ship with 0 CP jumps if it takes any CP loss, or gains a *Disorder* Marker.
- Ship jumps if the number of *Disorder* is equal or greater than current CP level.

Boarding Attacks Summary

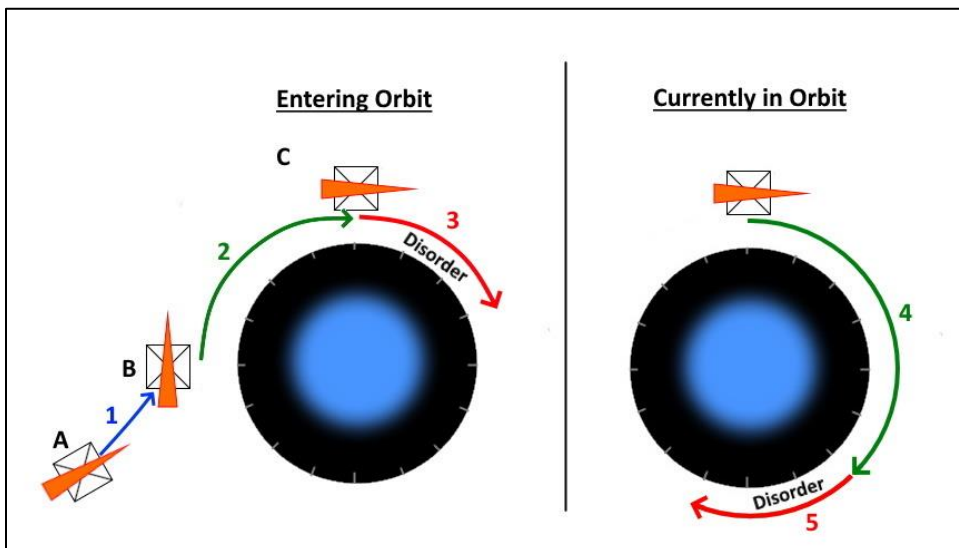
- Attacker rolls dice equal to the number of Space Marines from each attacking ship.
- Defender rolls dice equal to ships' DEF, *Defensive Screens* and *Fighter Squadrons* in base contact.
- Subtract intercepts from hits, and divide by current CP (round down) to determine the number of critical hits.

Fighter Squadrons (RTC = Return to Carrier)	
When attacking ships:	
Attack vs. Ship	Roll Ship DEF (includes Screen and CAP) first. An intercept of 3-4 aborts an enemy <i>Fighter</i> , an intercept of 5-6 destroys an enemy <i>Fighter</i> . Each remaining attacking <i>Fighter</i> rolls 1d6; results of 3+ inflicts a critical hit. All attacking and defending <i>Fighters</i> then RTC.
Dogfight vs. Enemy Squadrons	Each <i>Fighter</i> rolls 1d6. A result of 3-4 aborts an enemy <i>Fighter</i> which must RTC. A result of 5-6 destroys an enemy <i>Fighter</i> . All <i>Fighters</i> may optionally RTC after the dogfight.
Squadron escorting ship attacked by Torpedoes, Boarding, or Fighters	Add 1d6 to the ships DEF and roll for defense intercepts as usual. <i>Fighter Squadron</i> must RTC afterward.

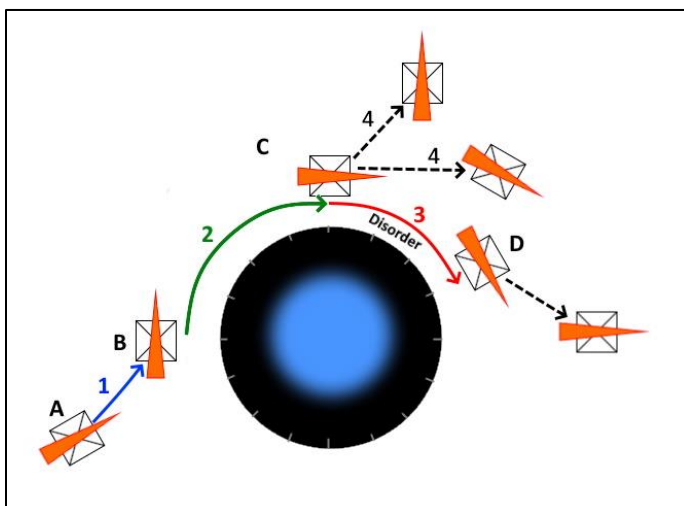
Ship Movement



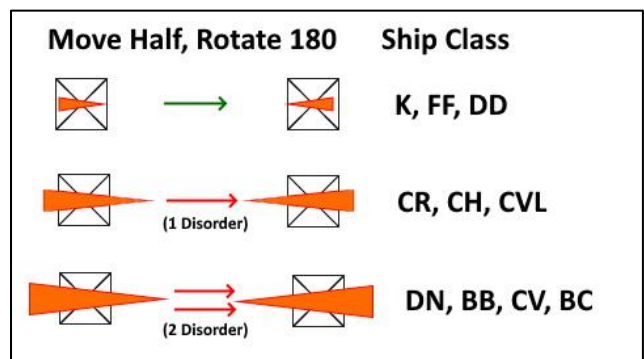
Orbit Planet Special Action



Gravitational Slingshot Special Action



Split-S Maneuver



Design Appendix

Baseline Ship Statistics

All ships use the following baseline statistics:

Classification	ID Code	Basic Cost	Available Weapon Mounts ³	Turret Hardpoints ⁴	Arc Attack Dice ⁵	Equipment Modules ²	Max Allowed SCR	Defense (DEF)	Movement (MV)	Maneuverability (MR)	Crew Points (CP)	Critical Rating (CR)	Hull Points (HP)	Hull Size
Dreadnought	DN	180	F/P/S/A/T	2	24	3	3	6	6	0	8	7	26	Large
Battleship	BB	120	F/P/S/A/T	2	20	3	3	6	6	0	7	6	22	Large
Fleet Carrier ¹	CV	90	F/P/S/T	1	14	2	3	5	6	0	6	6	18	Large
Battlecruiser	BC	80	F/P/S/A/T	2	16	2	3	4	7	1	5	6	22	Large
Heavy Cruiser	CH	50	F/P/S/A/T	2	14	1	2	3	8	1	5	5	18	Medium
Light Carrier ¹	CVL	50	F/P/S	0	12	1	2	4	6	1	4	4	14	Medium
Cruiser	CR	35	F/P/S/A/T	1	12	2	2	3	9	2	4	4	16	Medium
Destroyer	DD	25	F/P/S/A/T	1	10	1	2	2	9	2	4	3	14	Medium
Frigate	FF	20	F/P/S	0	8	2	1	2	11	3	3	3	12	Small
Corvette	K	10	F/P/S	0	6	1	1	2	13	3	2	3	8	Small
Large Station ¹	LS	130	F/P/S/A/T	2	16	3	3	8	0	0	6	8	20	Large
Small Station ¹	SS	80	F/P/S/A/T	1	10	2	1	6	0	0	3	6	10	Small

Notes:

1. Fleet Carriers and Large Stations have a baseline *Hangar Capacity* (HC) of 6. Light Carriers and Small Stations have a baseline HC of 4.
2. Refer to the *Equipment Modules* section for additional costs and restrictions on availability.
3. Weapon mounts refer to the available arcs of fire. Ships may lack a mount in a specific arc due to size (i.e., Corvettes & Frigates) or to other duty limits (i.e., Carrier hangar spaces). The available firing arcs are:
 - **F**orward
 - **P**ort (Left)
 - **S**tarboard (Right)
 - **A**ft
 - **T**urrets (as shown on the blueprint. These have a 360 deg arc of fire)
4. A limited number of weapon types can be installed in a turret mount. Refer to the *Ordnance* chart to determine which weapon systems can be placed in this location. Each turret is limited to no more than ¼ of the total attack dice (minimum 1) available to the ship.
5. Ships cannot assign more than half of the available attack dice to the forward or aft firing arcs. The port & starboard firing arcs may both have up to half the available attack dice. The aft arc cannot have more than one quarter of the total attack dice. Stations however, are not subject to these limits.

Ship Design

The following basic design blueprint and critical hit map is used in the game:

	F	
	BR	
P	LS	S
T1	DF	T2
RE	HY	RE
E1	E2	E3
DR	A/HG	DR

	1	
	2	
3	4	5
6	7	8
9	10	11
12-13	14-15	16-17
18	19	20

F = Fore weapon mount

BR = Bridge

P = Port weapon mount

LS = Life Support

DF = Defense systems

S = Starboard weapon mount

T1, T2 = Turret weapon mounts

RE = Reactor power plant

HY = Hyperdrive engine

E1, E2, E3 = Equipment module space

DR = Main drive engine

A = Aft weapon mount

HG = Hangar for Fighter Squadrons (carriers only)

Each ship classification has its own blueprint and critical hit map.

Ship Blueprints

The basic design blueprints and critical hit locations for each class is given below.

Dreadnought and Battleship

	F			1	
	BR			2	
P	LS	S		3	4
T1	DF	T2		6	7
RE	HY	RE		9	10
E1	E2	E3		12-13	14-15
DR	A	DR		18	19
					20

Cruiser

	F			1	
	BR			2	
	LS			3	
P	DF	S		4	5-6
	T1	HY		8-9	10
E1	RE	E2		11-12	13
DR	A	DR		16-17	18
					19-20

Fleet Carrier

	F			1	
	BR			2	
P	LS	S		3-4	5
	DF	T1		8	9
RE	HY	RE		10	11
E1	HG	E2		13-14	15-16
DR		DR		19	20

Destroyer

	F			1	
	BR	LS		2	3
P	DF	S		4-5	6-7
T1	HY	E1		10-11	12-13
	RE				16-17
	A				18-19
	DR				20

Battlecruiser

	F			1	
	BR			2	
P	LS	S		3	4
T1	DF	T2		6-7	8
RE	HY	RE		11	12
E1	A	E2		14-15	16
DR		DR		19	20

Frigate

	F			1-2	
	BR			3	
P	DF	S		4-5	6-7
E1	LS	E2		10-11	12
	RE				15-16
	HY				17-18
	DR				19-20

Heavy Cruiser

	F			1	
	BR			2	
	LS			3	
P	DF	S		4	5-6
T1	HY	T2		8-9	10
	E1	RE		13-14	15
DR	A	DR		16-17	18
					19-20

Corvette

	F			1-2	
	BR			3-4	
P	DF	S		4-5	6-7
	E1	LS		10-12	13-14
	RE				15-16
	HY				17-18
	DR				19-20

Light Carrier

	F			1	
	BR			2	
	LS			3	
P	DF	S		4-5	6-7
RE	HY	RE		10-11	12-13
	E1				16
DR	HG	DR		17	18-19
					20

Large Station

T1	F	E2	1	2	3-4
E1	DF	RE	5-6	7	8-9
P	BR	S	10	11	12
RE	LS	HG	13-14	15	16
E3	A	T2	17-18	19	20

Small Station

T1	F	E2
E1	DF	RE
P	BR	S
RE	LS	HG
	A	

1-2	3	4-5
6-7	8-9	10-11
12	13	14
15-16	17	18-19
	20	

Ship Customization

Ship Customization Rules (SCR)

A Ship Customization Rule (SCR) is used to give ships special features and abilities. These may be bonuses (or penalties) to attacks, ways to regain lost HP, or other exceptions to the rules. An SCR may be effective only at the start of the game, as long as the ship is not *Destroyed*, or it may become disabled when the ship is *Compromised*.

SCR Costs

SCR	Cost	Restrictions
<i>Ambush</i>	10	
<i>Armed Crew</i>	5	
<i>Defensive Screen</i>	10	
<i>Difficult Target</i>	15	Corvettes and Frigates only.
<i>Elite Bridge Crew</i>	10	
<i>Expert Engineers</i>	10	
<i>Expert Navigators</i>	15	
<i>Flight Deck Crews</i>	10	Carriers only.
<i>No Vulnerable Sector</i>	15	
<i>Operations Center</i>	15	Dreadnoughts, Battleships, and Battlecruisers only.
<i>Pack Hunters</i>	10	
<i>Restricted Hangar</i>	-10	Carriers only.
<i>Scout</i>	10	Destroyers, Corvettes, and Frigates only.
<i>Secured Bulkheads</i>	5	
<i>Special Forces</i>	5	
<i>Target Resolution</i>	10	
<i>Unmanned</i>	20	
<i>Vulnerable Design</i>	-20	

Ambush

If all ships in a Squadron have this SCR at the start of the game, the Squadron may deploy as a hidden squadron during the *Squadron Deployment* phase.

Armed Crew

When defending against a *Boarding Assault*, a ship with this SCR adds two dice to the boarding defense pool.

Defensive Screen

A ship with this SCR may add its **DEF** rating to another ship when it is attacked. The ships must be in base contact with each other. Only Frigates and Corvettes may take this SCR.

Difficult Target

This ship is considered to have *Heavy Cover* when defending against any direct fire attack. Only Destroyers, Frigates and Corvettes may take this SCR.

Elite Bridge Crew

A ship with this SCR removes a single *Disorder* marker during the *End Phase* of the round.

Expert Engineers

A ship with this SCR repairs any one *Critical Hit* during the *End Phase* of the round.

Expert Navigators

A ship with this SCR does not take a *Disorder* marker when performing a Split-S or Gravitational Slingshot *Special Action*.

Flight Deck Crews

A ship with this SCR may immediately relaunch one *Fighter Squadron* that *Returned to Carrier* this turn.

No Vulnerable Sector

A ship with this SCR ignores the *Vulnerable Sector* rules.

Operations Center

Roll three dice (instead of two) during the initiative phase of each round. Only Dreadnoughts, Battleships, and Battlecruisers may take this SCR.

Pack Hunters

A ship with this SCR adds +1 attack dice to an attack for each other ship in the squadron with the *Pack Hunters* SCR.

Restricted Hangar

A ship with this SCR has limited space on board for handling *Fighter Squadrons*. The ship cannot launch and recover *Fighter Squadrons* in the same turn.

Scout

If all ships in a Squadron have this SCR, the squadron may be deployed during the *Scout Deployment Segment* when setting up the game.

Secured Bulkheads

A ship with this SCR counts "Secure Bulkheads" results when counting the number of boarding defense intercepts.

Special Forces

A ship with this SCR counts "Special Forces" results when determining the number of boarding attack hits. Requires at least one *Space Marines* equipment module on the ship.

Target Resolution

When in base contact with a friendly ship, a ship with this SCR improves attacks by that ship by reducing the amount of cover available to a defending ship. *Heavy Cover* is considered to be *Light Cover*, or *Light Cover* is ignored. This SCR can only be used for one attack per turn.

Unmanned

A ship with this SCR cannot initiate *Boarding Assaults*, and do not suffer any negative effects for having a **CP** value of zero. A ship with this SCR ignores any critical hit result to a Life Support (LS) module. Ships with this SCR cannot have *Disorder* markers applied to them from any source. The ship cannot repair critical hits during the *Damage Control* segment of the *End Phase*.

Vulnerable Design

A ship with this SCR must use two Repair results (instead of one) to repair a space damaged by a *Critical Hit*.



Ordnance

A ship is equipped with different types of ordnance or special damage capabilities. The effects of an ordnance type are assigned to a ship only when an 'Ordnance' hit (a '6' result) is not cancelled by a "Damage Control" result (a '6' result) on a defense die. Multiple Ordnance hits (that are not cancelled) will stack effects.

Ordnance Costs

Ordnance Type	Cost
Antimatter	15
Autocannon	0
Beam	5
Biohazard	10
Dark Matter	15
Cyberwarfare	10
EMP	10
Gravitational	15
High Velocity	15
Nuclear	20
Plasma	20
Polaron Ray	20
Scatter	10
Torpedo (Dark Matter)	20
Torpedo (EMP)	15
Torpedo (High Explosive)	5
Torpedo (Nuclear)	20

Antimatter



Weapon Type: Direct Fire.

Ordnance damage effect: Next attack by the target ship loses *Optimal Range* bonus.

Weapon mount restrictions: No turret or aft mounts.

Optimal Range: 16" – 32"

Autocannon



Weapon Type: Direct Fire

Ordnance damage effect: Counts as 2 hits.

Weapon mount restrictions: None.

Optimal Range: 16" – 32"

Beam



Weapon Type: Direct Fire

Ordnance damage effect: Re-roll all '1' results on the attack roll. Not cancelled by *Damage Control* results.

Weapon mount restrictions: None

Optimal Range: 0" – 16"

Biohazard



Weapon Type: Direct Fire.

Ordnance damage effect: Target ship loses 2 Crew Points (**CP**).

Weapon mount restrictions: No turret mounts.

Optimal Range: 16" – 32"

Cyberwarfare



Weapon Type: Direct Fire.

Ordnance damage effect: Affected player has -2 initiative on next round.

Weapon mount restrictions: None.

Optimal Range: 0" – 16"

Dark Matter



Weapon Type: Direct Fire

Ordnance damage effect: Target ship loses 2 HP, which cannot be reduced by **DEF** results.

Weapon mount restrictions: No turret or aft mounts.

Optimal Range: 16" – 32"

EMP (Electro-Magnetic Pulse)



Weapon Type: Direct Fire.

Ordnance damage effect: Target ship has -1 **DEF** for the rest of the game.

Weapon mount restrictions: None

Optimal Range: 0" – 16"

Gravitational



Weapon Type: Direct Fire.

Ordnance damage effect: Target ship is moved 6" in any direction, with same orientation.

Weapon mount restrictions: None

Optimal Range: 16" – 32"

High Velocity



Weapon Type: Direct Fire.

Ordnance damage effect: Target ship has -1 **CR** for the rest of the game.

Weapon mount restrictions: Fore mount only.

Optimal Range: 16" – 32"

Nuclear



Weapon Type: Direct Fire

Ordnance damage effect: Add a Disorder marker to the target ship.

Weapon mount restrictions: None

Optimal Range: 16" – 32"

Plasma



Weapon Type: Direct Fire

Ordnance damage effect: Target ship has -2" Movement for the rest of the game.

Weapon mount restrictions: No turret mounts

Optimal Range: 0" – 16"

Polaron Ray



Weapon Type: Direct Fire

Ordnance damage effect: Target ship takes one critical hit. Ignore multiple results.

Weapon mount restrictions: Fore mount only. Range limited to *Optimal Range*.

Optimal Range: 0" – 16"

Scatter



Weapon Type: Direct Fire

Ordnance damage effect: Ignore *Light Cover*; *Heavy Cover* counts as *Light Cover*.

Weapon mount restrictions: None

Optimal Range: 0" – 16"

Torpedo (Dark Matter Warhead)



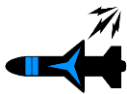
Weapon Type: Indirect Fire

Ordnance damage effect: Target ship loses 2 HP, cannot be reduced by **DEF** results.

Weapon mount restrictions: None

Optimal Range: 16" – 32"

Torpedo (EMP Warhead)



Weapon Type: Indirect Fire

Ordnance damage effect: Target ship has -2 DEF.

Weapon mount restrictions: None

Optimal Range: 16" – 32"

Torpedo (High Explosive Warhead)



Weapon Type: Indirect Fire

Ordnance damage effect: Roll two additional attack dice.

Weapon mount restrictions: None

Optimal Range: 16" – 32"

Torpedo (Nuclear Warhead)



Weapon Type: Indirect Fire

Ordnance damage effect: Add a Disorder marker to the target ship.

Weapon mount restrictions: None

Optimal Range: 16" – 32"

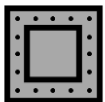
Equipment Modules

In addition to the various weapons load-outs, extra equipment or system upgrades can be added to a hull. The amount of equipment that can be added is limited by the size and class of ship.

Equipment Costs

Equipment Module	Cost	Restrictions
<i>Armor Plating</i>	10	None
<i>Aperture Beacon</i>	15	None
<i>Automated Repair</i>	15	None
<i>Auxiliary Power Unit</i>	5	None
<i>Bridge</i>	0	None
<i>Beacon Deployment</i>	10	None
<i>Cargo Space</i>	5	None
<i>Catapult Launchers</i>	10	Carriers only.
<i>Cloaking Device</i>	20	Requires Auxiliary Power Unit/Second Reactor
<i>Defense Network</i>	0	None
<i>Electronic Countermeasures</i>	10	None
<i>Enhanced Sensor Array</i>	10	Requires Auxiliary Power Unit/Second Reactor
<i>Hangar Bay</i>	10	None
<i>Hyperdrive</i>	0	None
<i>Hyperspace Matrix</i>	15	Requires Auxiliary Power Unit/Second Reactor
<i>Life Support</i>	0	None
<i>Long Range Assault Craft</i>	10	None
<i>Main Drive</i>	0	None
<i>Maneuvering Thrusters</i>	10	None
<i>Minelayer</i>	10	None
<i>Minesweeper</i>	10	None
<i>Point Defense Screen</i>	10	Requires Auxiliary Power Unit/Second Reactor
<i>Reactor</i>	0	None
<i>Reinforced Hull</i>	5	None
<i>Secondary Drive</i>	10	Requires Auxiliary Power Unit/Second Reactor
<i>Shield Projector</i>	15	Requires Auxiliary Power Unit/Second Reactor and Shield Generator
<i>Shield Generator</i>	15	None
<i>Space Marines</i>	10	None
<i>Stealth Systems</i>	15	Ship cannot have a Cloak or Shield Generator.

Armor Plating



A ship with this equipment module improves the overall armor of the ship. When a ship is attacked, and after subtracting intercepts, subtract one from the remaining hits before applying the results to the ship's HP. This module is not affected by a *Critical Hit*; instead, re-roll for a different location.

Aperture Beacon



Other ships that are performing a *Short Range Jump* may use this ship as if it were a hyperspace beacon. This module cannot be used if the ship is cloaked or shielded.

Automated Repair



At the start of its activation, a ship with this module may restore two lost HP. If the ship has a working *Auxiliary Power Unit*, repair an extra HP.

Auxiliary Power Unit



This module is required by some weapons and systems due to increased power requirements. Adding one module satisfies the requirements for any number of other equipment modules or weapon systems that require extra power.

Bridge



This equipment is required on all ships. It represents the principal command and control center for the ship. The first hit that is registered on this module damages the module; the second hit will destroy it. A ship that loses the bridge must make an *Emergency Hyperspace Jump* to escape the battlefield. If the ship cannot make the jump, it is *Destroyed*.

Beacon Deployment



This module contains the specialized equipment and personnel required to deploy beacons to the battlefield. Each *Beacon Deployment* module carries four beacons for use during a game.

Cargo Space



Provides generic cargo space on a ship. The module provides 3 units of cargo space when placed on a Large hull, 2 units on a Medium hull, and 1 unit on a Small hull. Cargo modules cannot be repaired.

Catapult Launchers



As a *Special Action*, a ship with *Catapult Launchers* may launch *Fighter Squadrons* at the beginning of the Movement Segment of its activation.

Cloaking Device



A ship with an active *Cloaking Field* cannot be attacked by enemy ships. Unfortunately, the *Cloaking Field* also interferes with the ship's own sensor systems, making it impossible to make any attacks while cloaked. On the turn when the *Cloaking Device* is deactivated, the residual energy grants the ship *Light Cover*, and increases cover for targets by one level. This module also requires a working *Auxiliary Power Unit* or two *Reactors* in order to function. Due to electronic interference, this cannot be installed on a ship with a *Shield Generator* or *Stealth Systems*.

Defense Network



This equipment module provides point defenses for the ship against direct and indirect attacks. All ships are required to have this module, as it provides the **DEF** value for the ship. If this module is destroyed, the base **DEF** of the ship is 0, although other modules may still add to the **DEF** of the ship.

Electronic Countermeasures



This ship is considered to have *Heavy Cover* when defending against indirect fire or cyberwarfare attacks.

Enhanced Sensor Array



Extends the *Optimal Range* of all weapons systems on board by 8". This equipment module requires an *Auxiliary Power Unit* or two *Reactors* on board the ship.

Hangar Bay



This module provides space for storing, launching and recovering fighters. For each non-carrier class ship with this module, add 2 to its Hangar Capacity (HC). If added to Fleet Carriers or Large Stations, add 4 to its HC value. For Light Carriers and Small Stations, add 3 to the HC value.

Hyperdrive



This module is required for a ship to make a hyperspace jump. By default, all ships have this equipment module.

Hyperspace Matrix



During the Movement Segment of its activation, a ship with this equipment module may perform a *Short Range Jump* to any location on the game board, without needing a beacon at the destination location. Due to inconsistencies in hyperspace, the ship may drift from its intended destination. When a ship uses its *Hyperspace Matrix*, select the destination location by placing the Hyperspace Drift template on the board. Roll 1d20, and compare the result to the following table to determine if any drift occurs.

Table 2 – Short Range Jump Results

Die Result	Drift Distance
1	6" aft-starboard
2	6" aft
3	6" aft-port
4	6" fore-starboard
5	6" forward
6	6" fore-port
7	3" aft-starboard
8-9	3" aft
10	3" aft-port
11	3" fore-starboard
12-13	3" forward
14	3" fore-port
15-20	No drift; arrive on target

If the final arrival position is within 6" of a terrain feature, the ship gains a *Disorder* marker. If the final arrival position is inside a terrain, treat this result the same as a collision with the terrain.

The use of a *Hyperspace Matrix* temporarily overloads the sensor systems of the ship making the jump. During its next attack phase, any enemy ship attacked by this ship is considered to have *Light Cover*, in addition to any other terrain modifiers. A working *Auxiliary Power Unit* or two *Reactors* is required for this module to function.

Life Support



All ships must have at least one life support module. Unlike other modules, a critical hit to this module does not destroy it. Instead, subtract 2 from the current Crew Point (CP) total on the ship for each critical hit it receives. If the CP total would go below 0, the ship must make an *Emergency Hyperspace Jump* to escape the battlefield. If the ship cannot make the jump, it is *Destroyed*.

Long Range Assault Craft



A ship with this equipment module can initiate a *Boarding Assault* against a target within 6". A ship still requires a Space Marines module in order to make a *Boarding Assault*. If this module is destroyed by a *Critical Hit*, the ship cannot make *Boarding Assaults* until it is repaired.

Main Drive



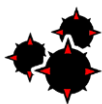
This is the default drive unit that is available to all ships. The speed of the ship is dependent on its size, and the number of drives it has on board. A ship with two drives can lose one and still be able to move at half speed. A ship that has no functioning drives is dead in space, and cannot move.

Maneuvering Thrusters



Improves the maneuverability of the ship by adding one to the ships Maneuvering Rating (MR). As a *Special Action*, a ship with this module may pivot up to 45 degrees at the beginning of the Movement Segment of its activation, prior to any other action. Or, if the ship is at *Full Stop*, it can pivot up to 90 degrees.

Minelayer



A ship with this equipment module can place a minefield, with an attack strength of 8, during the *Place Minefields* step of terrain placement. These minefields are 6" in diameter. Multiple *Minelayer* modules may lay fields at the same time to create higher attack values, although the size of the minefield remains the same.

Minesweeper



A ship with this equipment module that enters or activates within a minefield automatically succeeds on any terrain damage check made to avoid triggering the minefield. This ship can also protect up to one other ship that is in base contact. If a ship with the *Minesweeper* module is inside a minefield terrain during the *End Phase* of the round, reduce the minefield strength by two.

Point Defense Screen



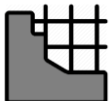
This module provides additional defensive firepower. For each module attached to the ship, add 2 points to the **DEF** value of the ship. A working *Auxiliary Power Unit* or two *Reactors* is required for this module to function.

Reactor



The reactor module provides power to all systems on a ship. The first hit that is registered on this module damages the module; the second hit will cause a catastrophic chain reaction, destroying the ship in the process.

Reinforced Hull



A ship with this equipment module adds two to its Critical Rating (CR). This module is not affected by a *Critical Hit*.

Secondary Drive



Add 3" extra movement to the ship for each *Secondary Drive* module attached to the ship. A working *Auxiliary Power Unit* or two *Reactors* is required for this module to function.

Shield Generator



A ship with this module adds regenerative shields to its defensive capability. Each module adds 5 shield units to a ship's starting shield power. During the *End Phase* of the round, the Shield Generator restores one shield unit, or two units if there is a working *Auxiliary Power Unit* or two *Reactors* on board. Due to electronic interference, this cannot be installed on a ship that has a *Cloaking Device* or *Stealth Systems* equipment modules.

Shield Projector



A ship with this equipment module extends its shields to all friendly ships within four inches. The ship must have a *Shield Generator* for this module to function.

Space Marines



This module adds a company of Space Marines to the ship's boarding capability. A ship with this module may make a *Boarding Assault* against enemy ships during the combat phase. Each module adds 4 dice to the boarding assault pool.

Stealth Systems



A ship with this equipment module is considered to have *Light Cover* if the attack is closer than 20". If the attack is over 20" away, the ship is considered to have *Heavy Cover*. Due to electronic interference, this cannot be installed on a ship with a *Cloaking Device* or *Shield Generator*. If the *Main Drive* is offline, the ship instead has *Heavy Cover* at all ranges.

Quantum Rebellion Scenarios

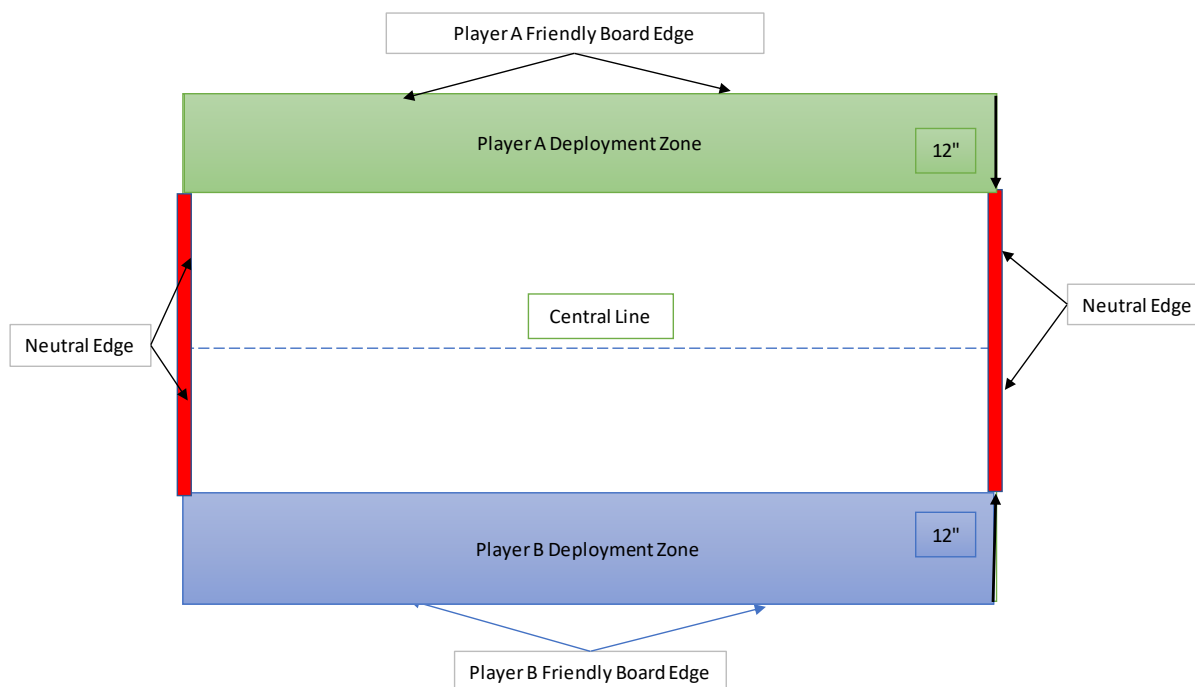
When playing a game of Quantum Rebellion, the players need to decide if they wish to play a competitive game or a narrative one. Competitive Games pit the players against each other in a balanced way, and are best used when players are playing without a narrative, but are limiting in their descriptive context. Narrative Games are more rewarding in the long-term, although they require players to put in more effort in their play and will not be *'balanced'* in the same way as Competitive Games.

For players who are playing 'pick-up games', where no clear narrative exists, we would recommend players use the Competitive Game Table. If players are playing as part of a narrative, or wish to play a more challenging scenario, we would recommend they use the Narrative Play Table.

Competitive Play Scenarios	
d6	Scenario
1	Skirmish
2	Full Fleet Engagement
3	Seize the Wrecks
4	Warzones
5	Fog of War
6	Wide Battlefield

Narrative Play Scenarios	
d6	Scenario
1	Breakout
2	Planetary Assault
3	Countdown
4	Convoy Raid
5	Gate Collapse
6	Gathering Storm

Basic Skirmish



An introductory scenario designed for new players to get to grips with the game.

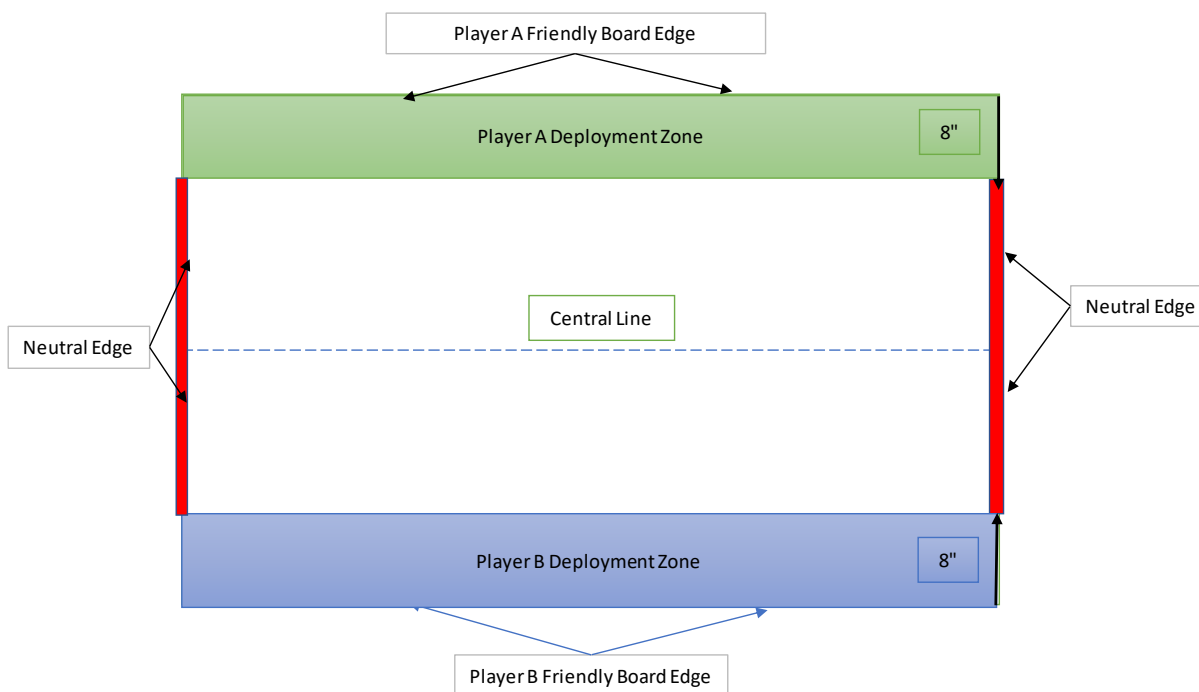
TERRAIN - Place terrain per the random placement rules.

DEPLOYMENT – The Deployment is determined using the *Squadron Deployment* rules of the rulebook.

GAME END – The Game will ends after 6 rounds.

SPECIAL RULES - There are no Special Rules in this Scenario.

Countdown



"Time is running out, we must push forwards and break their line before we ourselves are broken."

TERRAIN – Players place terrain per the standard Terrain rules.

DEPLOYMENT – Deployment is determined using the rules on *Squadron Deployment* of the rulebook.

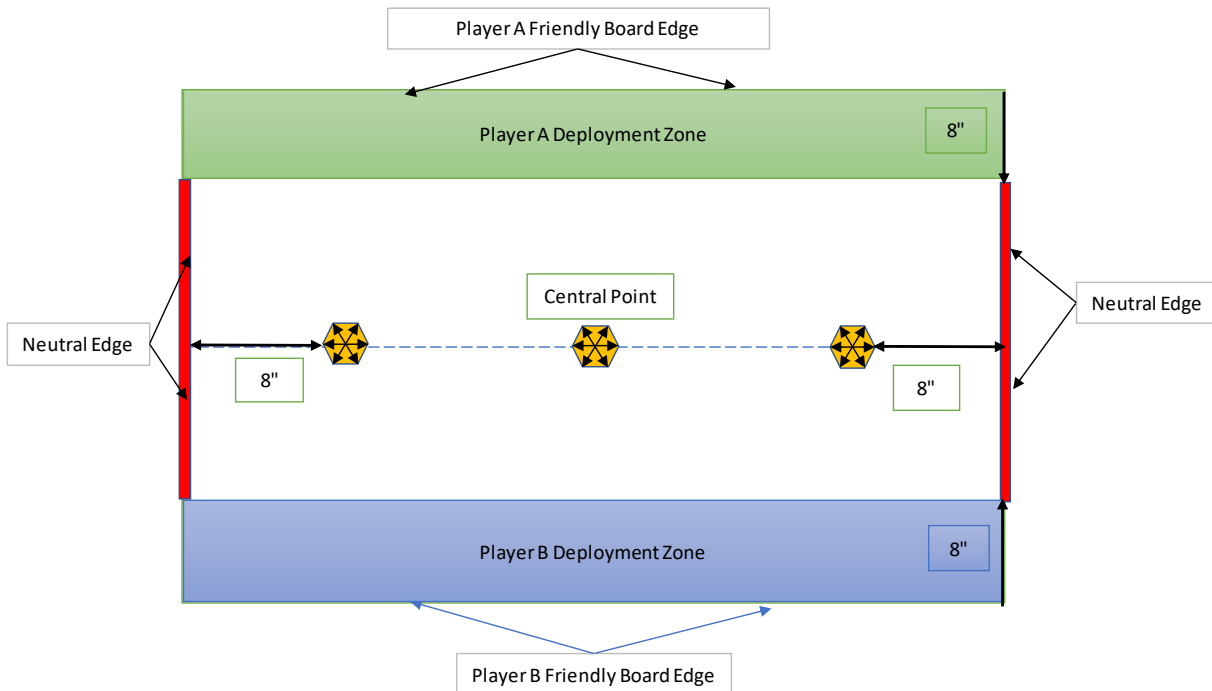
GAME END – Both Players begin the game with a set number of points shown in the table below. A player loses points when a ship is *Destroyed*. The first player to reduce his opponent's score to 0 wins the game.

SPECIAL RULES – The amount of points allocated to each player depends on the Battle Size:

Countdown Scenario - Starting Points		
Battle Size	Fleet Points	Starting Score
Skirmish	600	300
Battle	900	600
Warzone	1200	900

A player loses an additional 50 points if the Admirals vessel is *Destroyed*.

Seize the Wrecks



The remnants of a previous battle, these wrecks are sure to contain vital information and technology.

TERRAIN – Players place terrain per the standard Terrain rules. Three objectives are placed along the centerline of the battlefield as shown in the diagram.

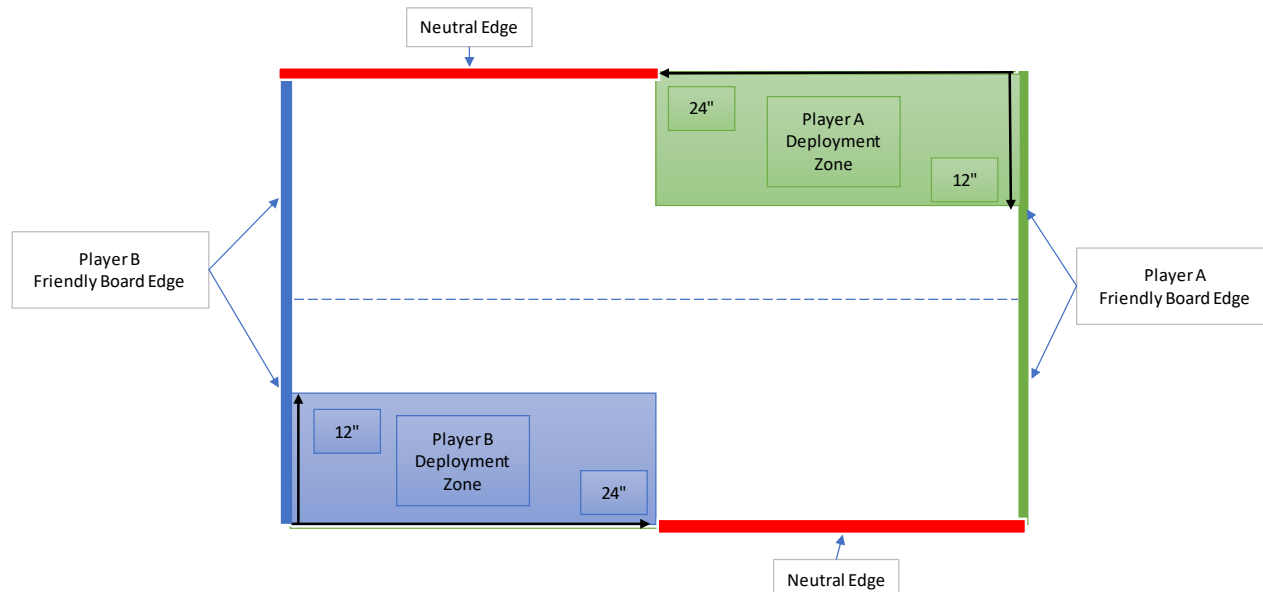
DEPLOYMENT – The Deployment is determined using the rules on Squadron Deployment of the rulebook within the Deployment Zones shown.

GAME END – The Game ends after 6 rounds.

SPECIAL RULES -- Each Objective has a Prize value of 25 points and a Destruction value of 50 points.

At the start of the Game, determine a random direction for each Objective. Then, during the *End Phase*, each Objective will move 3d6" in that direction. The objectives do not cause collisions with any ship on the board; if an objective would be placed in a location occupied by a model, move the objective to the closest legal position instead. A Wreck that drifts off the table is no longer available for scoring.

Warzones



This scenario pits forces against each other in an ongoing battle, where the battle-lines are muddled by the ensuing conflict.

TERRAIN – Players place terrain per the standard Terrain rules.

DEPLOYMENT – The Deployment is determined using the rules on *Squadron Deployment* of the rulebook within the Deployment Zones shown.

GAME END – The Game has a variable ending. The Game proceeds as normal until the end of Round 4.

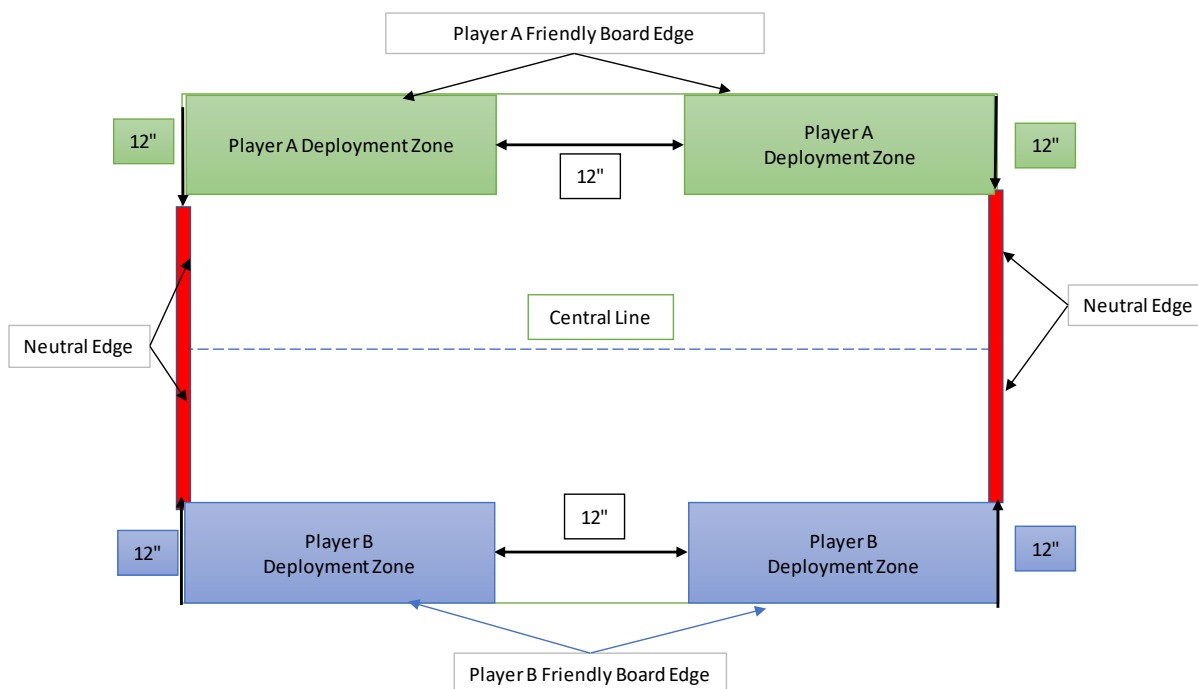
- At the end of Round 4, roll 1d6. On the result of 1, the Game ends.
- At the end of Round 5, roll 1d6-1. On the result of 1 or less, the Game ends.
- At the end of Round 6, roll 1d6-2. On the result of 1 or less, the Game ends.
- At the end of Round 7, roll 1d6-3. On the result of 1 or less, the Game ends.
- At the end of Round 8, the game ends automatically.

SPECIAL RULES

Low Priority Reserves

Each player **MUST** allocate at least 20% of their overall fleet points to their Reserves for this Scenario.

Fog of War



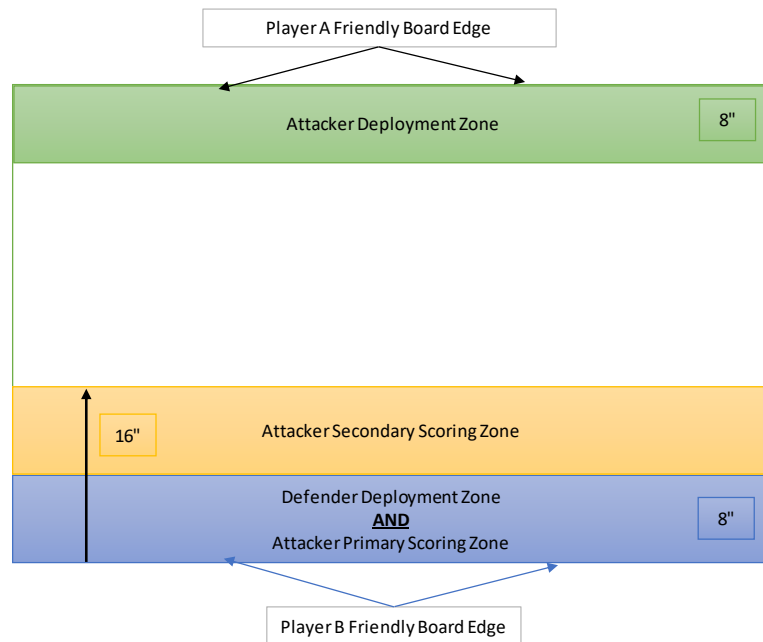
Our sensors read the enemy is within this sector Captain...somewhere.

TERRAIN - In this scenario, each sector of the table should have 2 randomly determined pieces of Terrain within it. Alternatively, players can choose to determine terrain normally, if they choose to do so they must agree on a dominant Battlefield Terrain to be used in addition to all terrain generated.

DEPLOYMENT – The Deployment is determined using the rules on *Squadron Deployment* of the rulebook. Each Player alternates their deployment within the fleet between their two Deployment Zones as shown above.

GAME END – The Game will last for 6 Rounds.

Breakout



We must breakthrough. Target the weakest point in their line at these coordinates.

ATTACKER AND DEFENDER – Each player rolls **2d6**. The winner can select whether to play as either the attacker or defender.

TERRAIN - Terrain should be randomly generated, with the Defender then choosing two medium size Asteroid Fields that can be placed anywhere on the table outside a Deployment Zone.

DEPLOYMENT – The Deployment is resolved by the Defender deploying their forces first, with the Attacker deploying their Forces second. No reserves of any kind are used in this scenario.

GAME END – Both Players begin the game with a set number of points which is reduced when squadrons are *Destroyed* or the Attacker has squadrons inside a Scoring Zone at the end of a round. The game ends when one player reaches 0 points. The amount of points allocated to each player depends on the Battle Size:

Breakout Starting points		
Battle Size	Attacker Starting points	Defender Starting points
Skirmish	400	500
Battle	600	700
Warzone	800	800

SPECIAL RULES

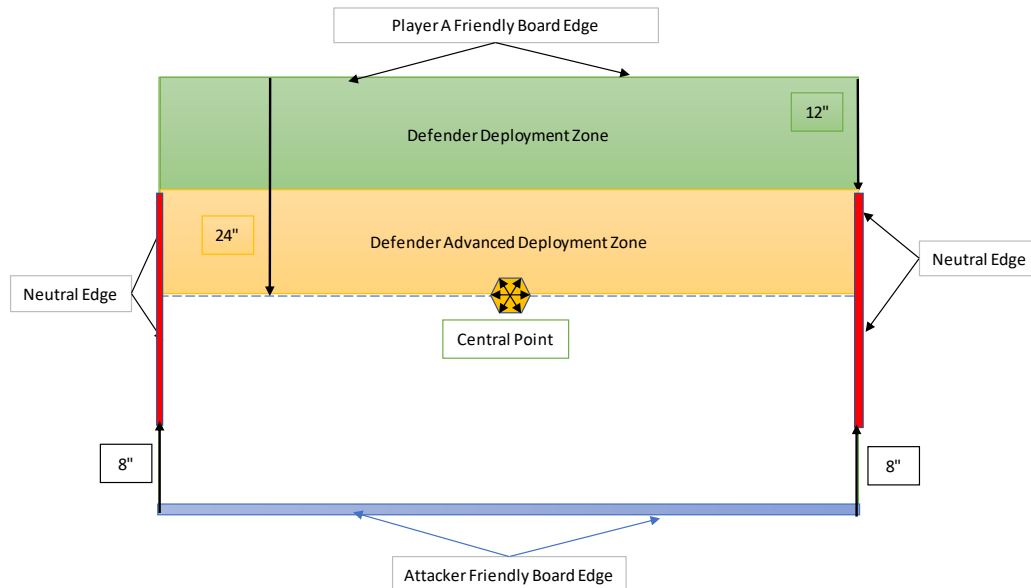
Defender Points – Destroying an enemy squadron reduces the score by the full value of the squadron.

Attacker Breakout – The Attacker reduces their score by one of three methods:

- Destroying an enemy squadron reduces the score by half the value of the squadron.
- Ending the round within the Primary Scoring Zone scores full points for each squadron in the zone.
- Ending the round within the Secondary Scoring Zone scores half points for each squadron in the zone.

A Squadron must fully occupy one of the Scoring Zones to qualify for points.

Planetary Assault



"System Core-World in sight Captain, preparing dropships for Planetfall."

ATTACKER AND DEFENDER – Each player rolls **2d6**. The winner can select whether to play as either the attacker or defender.

OBJECTIVES AND TERRAIN – There is a single Planet placed as shown on the battlefield prior to terrain generation. This represents the only Objective on the tabletop. Other terrain is placed randomly.

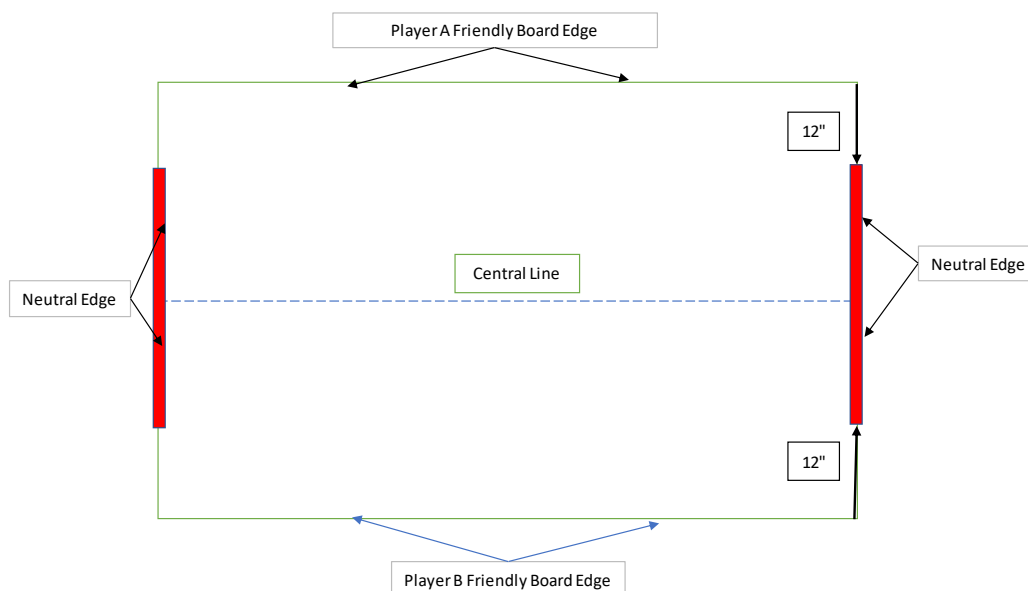
DEPLOYMENT – The Defender deploys their forces first, placing all normal vessels in the Deployment Zone shown. Any Fortification ships (such as Large and Small Stations) and any ship with the *Scout* SCR are placed in the Advanced Deployment Zone.

The Attacker does not deploy their forces in the standard way. Ships not allocated to Reserves move on from their friendly board edge. Squadrons allocated to be part of the Attackers Reserves, deploy in the normal way.

GAME END – The Game will end after 6 rounds.

SPECIAL RULES - Planetary Assault – This Objective can only be captured by the Attacker. Each End Phase where the Attacker is in control of the Planet, the Attacker gains 10 points.

Gathering Storm



The enemy is hiding in the nebula Captain. Should we go in after them?

TERRAIN - In this scenario, both players must agree on a dominant Battlefield Terrain to be used in addition to all terrain generated.

DEPLOYMENT – Neither player places squadrons in the Deployment Phase or Scout Phase. Squadrons not allocated to be in reserve will enter the battlefield using their Friendly Board edge as a point of origin.

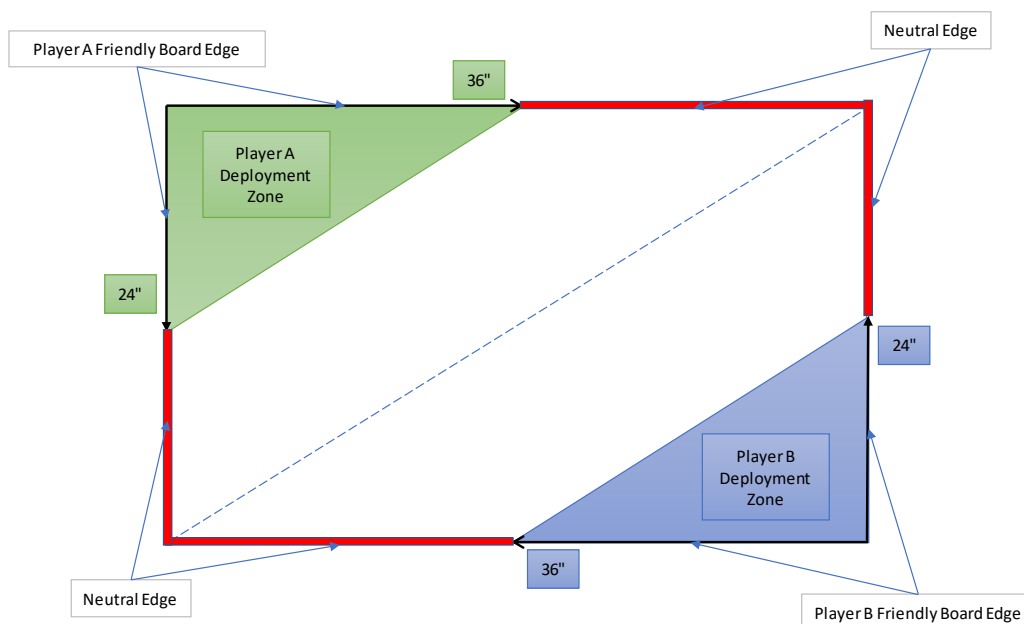
GAME END – The Game has a variable ending.

- At the end of Round 4, roll 1d6. On the result of 1, the Game ends.
- At the end of Round 5, roll 1d6-1. On the result of 1 or less, the Game ends.
- At the end of Round 6, roll 1d6-2. On the result of 1 or less, the Game ends.
- At the end of Round 7, the game ends automatically.

SPECIAL RULES

High Priority Reserves – Decrease the result of any *Hyperspace Jump* entry roll by 1.

Wide Battle Front



This scenario pits forces against each other in an ongoing battle, where the battle-lines are extended by the ensuing conflict.

TERRAIN – Players place terrain per the standard Terrain rules.

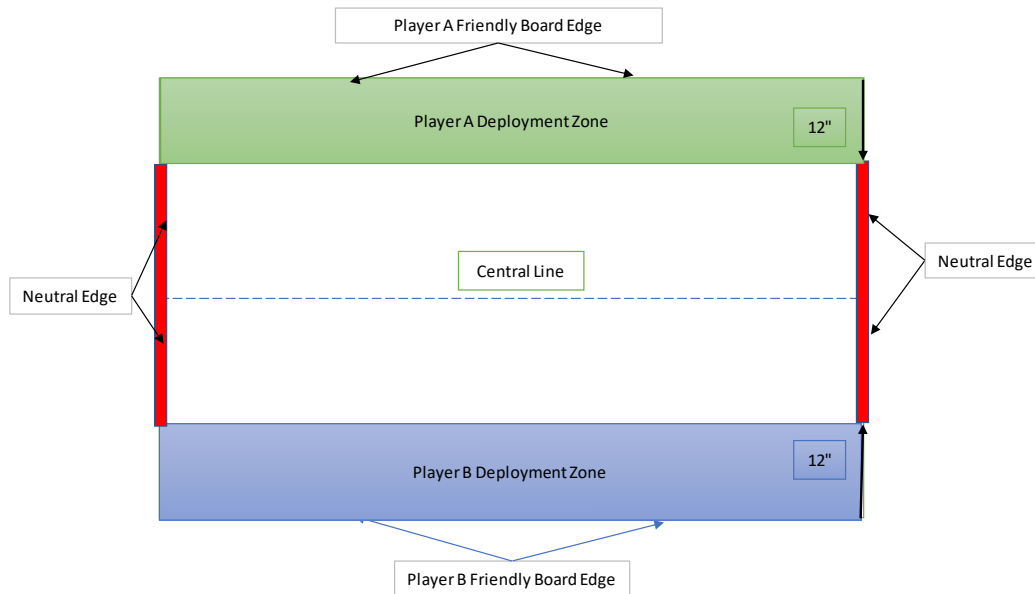
DEPLOYMENT – The Deployment is determined using the rules on page 18 of the rulebook within the Deployment Zones shown.

GAME ENDS – The Game ends after 6 rounds.

SPECIAL RULES

Ongoing Battle - All reserves in this scenario wishing to enter the battlefield via *Hyperspace Jump* may subtract 1 from the *Hyperspace Jump* Entry Roll. Reserves that enter the battlefield do so with a single *Disorder* marker attached to them.

Full Fleet Engagement



The enemy have congregated in numbers. Let us thin their herd.

TERRAIN - There are no special rules regarding Terrain placement.

DEPLOYMENT – The Deployment is determined using the standard deployment rules.

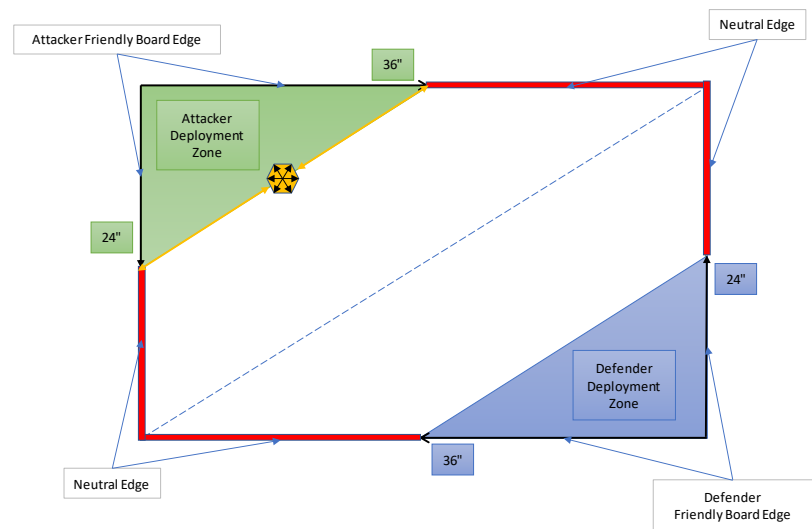
GAME END – This scenario has a variable ending condition.

- At the end of Round 5, roll 1d6. On the result of 1, the Game ends.
- At the end of Round 6, roll 1d6-1. On the result of 1 or less, the Game ends.
- At the end of Round 7, roll 1d6-2. On the result of 1 or less, the Game ends.
- At the end of Round 8, roll 1d6-3. On the result of 1 or less, the Game ends.
- At the end of Round 9, the game ends automatically.

SPECIAL RULES

Unending Reserves – Once a Medium or Small Squadron has been *Destroyed*, that Squadron returns to the players Reserve, ready to enter the battlefield later in the game. The enemy scores the full points for the Squadron as normal upon its destruction.

Convoy Raid



Enemy supply convoy sighted Captain. The vessels have considerable protection. Orders?

ATTACKER AND DEFENDER – Each players rolls **2d6**. The winner can select whether to play as either the attacker or defender.


OBJECTIVES AND TERRAIN – The Defender in this Scenario should use three ships to represent their Convoy Ships within their Deployment Zone prior to Deployment beginning. These vessels have their own Profile (see below). The Attacker must place a Transit Gate in the location shown.

DEPLOYMENT – Once all members of the Convoy have been placed, Deployment is determined using the rules on Squadron Deployment of the rulebook.

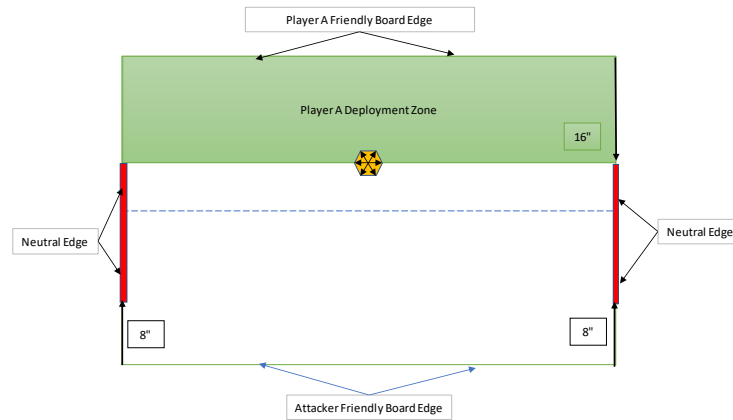
GAME END – The Game ends after 6 rounds. Should the Defender manage to reach the Transit Gate with 2 or more of their Convoy Vessels they are automatically victorious.

SPECIAL RULES – The MFV for this scenario should be 800 points or less. The Defender in this scenario cannot use any large capital ships, or Large/Small Stations in the fleet. The transit gate cannot be damaged or *Destroyed*.

Each of the Convoy ships has the following Profile:

NAME		Objective						
DESIGNATION	Convoy Vessel							
SIZE CLASS	Medium							
SHIP POINTS	n/a							
	CR	MV"	MR	HP	CP	DEF		
	8	10	1	30	3	4		
SCR: Vulnerable Design						-		

Gate Collapse



Captain. The Gate shows dangerous fluctuations in its structural integrity. Meltdown is imminent.

OBJECTIVES AND TERRAIN – Prior to all Terrain being placed a Transit Gate must be placed as shown on the Scenario Map. Players should use the Transit Gate Objective Card (shown below) for this Objective. All other Terrain should be randomly generated in the normal fashion. No Terrain Piece can be placed within 8” of the Transit Gate.

DEPLOYMENT – The Defender should deploy their non-Reserve forces in the Deployment Zone as shown. The Attacker does not deploy in the normal way and instead each Squadron moves on to the table from their Friendly Board Edge, using the edge as a point of origin.

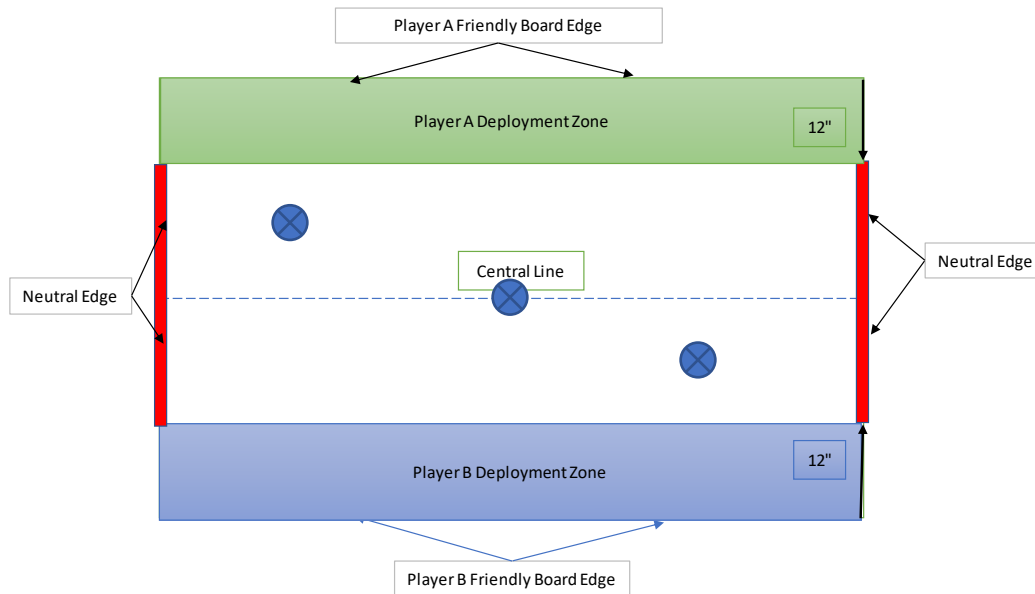
GAME END – Both Players begin the game with a set number of points which is reduced when squadrons are *Destroyed*. The Game ends when one player reach 0 points. The amount of points allocated to each player varies with the Battle Size:

Countdown Starting Points	
BATTLE SIZE	STARTING POINTS
Skirmish	400
Battle	600
Warzone	800

SPECIAL RULES - The Transit Gate is treated as an Objective with a Prize value of 50 for the Defender each Round and a Destruction value of 30 for the Attacker. During the Consolidation Step of the End Phase of each round, roll 3d6 and reduce the result by the amount of Damage currently on the Transit Gate. If the result is 0 or less, the Gate explodes and the game ends immediately with the Attacker being victorious.

NAME		Transit Gate						
DESIGNATION	Neutral Element							
SIZE CLASS	Large							
SQUADRON SIZE	Minimum Size		-					
	Maximum Size		1					
SHIP POINTS		n/a						
DR	CR	MV"	DRIFT"	HP	CP	DEF	SHIELDS	WINGS
8	13	0	0	14	n/a	3	0	0
SCRS								
Unmanned						-		

Sector Surveillance



TERRAIN – In addition to normal terrain placement, three beacon targets are placed as shown.

DEPLOYMENT – The Deployment is determined using the standard deployment rules.

GAME END – This scenario has a variable ending condition.

- At the end of Round 5, roll 1d6. On the result of 1, the Game ends.
- At the end of Round 6, roll 1d6-1. On the result of 1 or less, the Game ends.
- At the end of Round 7, roll 1d6-2. On the result of 1 or less, the Game ends.
- At the end of Round 8, roll 1d6-3. On the result of 1 or less, the Game ends.
- At the end of Round 9, the game ends automatically.

SPECIAL RULES

Beacon Targets. These targets are 2" in diameter, and have no effect on ship movement, and do not block LOS. At the end of the game, the player with the most active beacons in base contact with a target controls that target. A player must control 2 or more targets to win the game.

Change Log

06.02.20

1. The Hangar Bay module referred to Squadron Capacity in the description. This was an old term, and has been corrected to Hangar Capacity for consistency. Also clarified that Light Carriers and Small Stations should receive a bonus of 2, not 3, to their HC values.
2. Removed reference to Shield Rating (SR) in the ship statistics. Shields simply add to the **DEF** value, and is shown under the **DEF** as an additive value, i.e., 4+2.
3. Damage Control teams referred to a 'repair' result on the dice. This should have been 'Damage Control' result (i.e., a '6' on the die)
4. Changed ordnance effect on EMP and Antimatter weapons. Other clarifications made to ordnance effects.
5. Added Electronic Countermeasures to equipment list (was mistakenly placed in Defense Network notes).
6. Changed Automated Repair to restore 2 HP (plus one with an APU).
7. Revised terrain collision rules.
8. Revised some ordnance effects, and mounting restrictions. All ordnance effects are permanent, unless otherwise noted.
9. Revised rules for *Fighter Squadrons*.
10. Added rank insignia for the Fleet Admiral, Squadron Commander, and Captain.
11. If the Fleet Admiral is not on the board, the player rolls a single die (1d6) for determining initiative.
12. Revised rules and costs for shields, shield generators, and shield projectors. Removed the Focused Shielding SCR .
13. Removed ability to transfer ships between squadrons.

08.11.20

1. Changed the number of fighters launched per turn from 2 to 3. Also, a carrier can launch 3 more fighters if it takes an additional *Disorder* token.
2. Changed the rules for Fighter Squadrons attacking ships to improve balance and utility of fighters.
3. Clarified that *Fighter Squadrons* may move along with ships when they are providing CAP (Combat Area Patrol) cover.
4. All of a carriers *Fighter Squadrons* may now deploy on the board at the start of the game.
5. Removed restriction of one *Boarding Assault* per game.
6. Clarified *Boarding Assault* rules.
7. Adjusted ordnance effects for Biohazard (now does 2 **CP** damage) and Dark Matter (now does 2 HP damage).
8. *Cloaking Device* rules changed to eliminate duplication with other equipment options.
9. Clarified that *Polaron Rays* can only fire at *Optimal Range* (not out to 48" like other weapons).
10. Revised base statistics of ships (HP, CP, MV, cost, etc)
11. Updated rules on entry from *Hyperspace Reserve*.
12. Added rule for a ship reaching zero *Critical Rating* (CR = 0)
13. Equipment modules that require an APU also work if there is a second reactor on board.