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.

Special Thanks to the following:

- **Miriam Seely for general feedback, concepts, and playtesting.**
- **Stuart Gaston for development of the movement methodology and beacon rules.**
- **Dave Seely, Chad Meyer, and Alan Monson for playtesting time.**

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1.0 GAME BASICS

1.1 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.

1.2 Dice

Quantum Rebellion uses both six-sided and twenty-sided dice. In the rules, this is abbreviated as d6 and d20.

1.3 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.

1.4 Taking Measurements

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

1.4.1 Measurements: Terrain

When taking a measurement involving a piece of terrain, measure from the closest edge of the terrain to the <u>post</u> on the ship flight base, or to the closest <u>edge</u> of the fighter token.

1.4.2 Measurements: Ships and Tokens

When taking a measurement between ships, 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.

1.5 Scoring

Every ship has a points 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. However, making an *Emergency Hyperspace Jump* (see page 32) scores full points for the opposing side.

1.6 Victory Conditions

Victory conditions are determined based on the scenario in play.

1.7 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.

1.8 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.

1.9 Arc Shield Marker
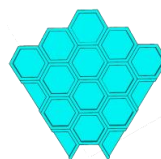
Some ships are equipped with a shield generator, which projects an impenetrable barrier to one quadrant of the ship. An Arc Shield marker is used to show which quadrant is currently protected.

1.10 Disorder Marker

A ship with *Disorder* markers aboard represents the chaos on-board a vessel with crews rushing to shore up structural faults, contain fires, and generally deal with the chaos of battle. Some maneuvers or ship operations result in *Disorder*, as the crew are forced to react to more stressful situations.

1.11 Evasive Action Marker

A ship may increase its defensive posture by placing an *Evasive Action* token on the ship base. The ship skips its next Combat Segment and is considered to have *Heavy Cover* until the start of its next activation.

1.12 Full Stop Marker

A ship may voluntarily shut down its engines, coming to a full stop. The ship skips its Movement phase while it has this marker on the base.

Defense Systems 5
Critical Rating 6+2
Shields: None

Scilix Fleet Carrier - (225 pts) - Alfa squadron
Captain

CV-613

0"-16"

(6,7) Strbrd. 5
0"-16"
(10) Reactor
(8) Turret 1 10
(13,14) EQ-1
(19) Mn.Drv.

(1) Fore 2
(2) Bridge
(5) Life Spt.
(11) Hyprdrv.
(15,16) Hangar

(3,4) Port 5
(9) DEF
(12) Reactor
(17,18) EQ-2
(20) Mn.Drv.

0"-16"

16"-32"

Mv: 6" - 12"
Hangar Capacity 6+4
Crew: 6
HP 18

Special Forces: Add Special Forces results during boarding.
Target Resolution: Adjacent ships reduce enemy cover one level.
Veteran Crew: Ship has 50% fewer Compromised Crew boxes.

1.13 Ship Statistics

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

1.13.1 Faction Name, Ship Designation, Points Cost, Squadron, & Ranks

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

The faction for the ship is listed on the top right of the card. 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 the base cost, and any upgrades that have been added to the design.

1.13.2 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).

1.13.3 Shields (if equipped)

Shields: 1 Arc   If the ship is equipped with a *Shield Generator* module, the number of arcs that can be shielded will be shown here. The arc currently being protected is noted by placing an Arc Shield marker on the ships base.

Shields block all direct fire attacks (either inbound or outbound) in the arc that they are protecting. *Torpedoes*, *Fighter Squadrons*, and *Boarding Attacks*

are not blocked by shields due to their ability to manoeuvre around the ship. The shielded arc can be changed during the Command & Control segment when a squadron activates. Shields may also be voluntarily lowered; in which case they do not protect any arc.

1.13.4 Ship ID

CV-303   Each ship has a unique ID to differentiate it from other ships on the battlefield. The ID must match with the ID marked on the ship's base.

1.13.5 Crew Points (CP)

Crew: 6   The Crew Points (**CP**) rating of a ship is used to determine the defensive strength of a ship during *Boarding Assaults* (see 8.4.9 Boarding Assaults, page 31), and during the *End Phase* to make repairs on critically damaged systems. See *9.2 Damage Control Teams* on page 35.

Each time crew loss is recorded in the shaded boxes, the ship must make a *Condition Check* (see page 32) to determine if the remaining crew can continue to effectively man the ship. A ship that has a **CP** value of zero is operating at minimum staff levels, and cannot launch or recover fighters, or make boarding attacks.

During the *End Phase*, the number of *Disorder* markers is compared to the current **CP** level. If the number of *Disorder* is equal or greater to the current **CP** level, the ship must make an immediate *Emergency Hyperspace Jump* (page 32).

1.13.6 Critical Hit Resistance (CR)

The Critical Hit Resistance (**CR**) of a ship is a relative measure of how well the internal systems are protected when an attack deals damage to the hull. If the number of hits from an attack is equal to or greater than the **CR**, the attack has caused a critical hit. Roll 1d20 and compare the result to the ship blueprint to determine which system is damaged.

1.13.7 Defense Systems (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, roll the number of dice shown here. The action of the dice is slightly different depending on how the ship is being attacked:

- Attacked by ships: Results determine the number of intercepts made to intercept incoming fire.
- Enemy fighters: Results determine if attacking fighters are aborted or destroyed.
- Boarding attacks: Results determine how many boarding parties have been neutralized.

The **DEF** value of a ship cannot be reduced below 0.

1.13.8 Hangar Capacity (HC) (if equipped)

Carriers (and ships with the *Hangar Bay* equipment module) are able to launch Fighter Squadrons. 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 29 for more information.

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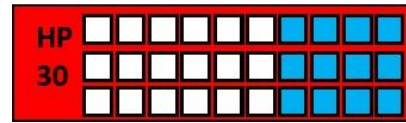
The Hull Points (HP) are a measure of how much damage a ship can suffer before being *Destroyed*. A number of boxes are shown shaded in a different color. When the ship first takes damage in the shaded section it is considered *Compromised*, and must make a successful *Condition Check* to avoid an *Emergency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

1.13.10 Movement (MV)
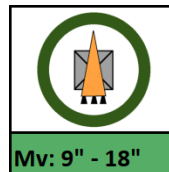
The ship movement arc shows the possible turning radius for the ship. The Movement Value (MV) of the ship gives the minimum and maximum distance that a ship may move when it activates at full speed. See 8.2 *Movement Segment*, on page 20.

1.13.11 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. A full list of available SCRs is available in section *11.4 Ship Customization* on page 41.

1.13.12 Ship Design Blueprint

16"-32"

0"-16"	(1) Fore ✴ 7	(2) Bridge	(5) Life Spt. ⊕	(6,7) Strbrd. 7	(8) Turret 1 ✕	(10) Reactor ☢	(13,14) EQ-1	(19) Mn.Drv.
					(9) DEF	(11) Hyprdrv. ✴	(17,18) EQ-2	(15,16) Hangar
				(3,4) Port 7		(12) Reactor ☢		(20) Mn.Drv.

16"-32"
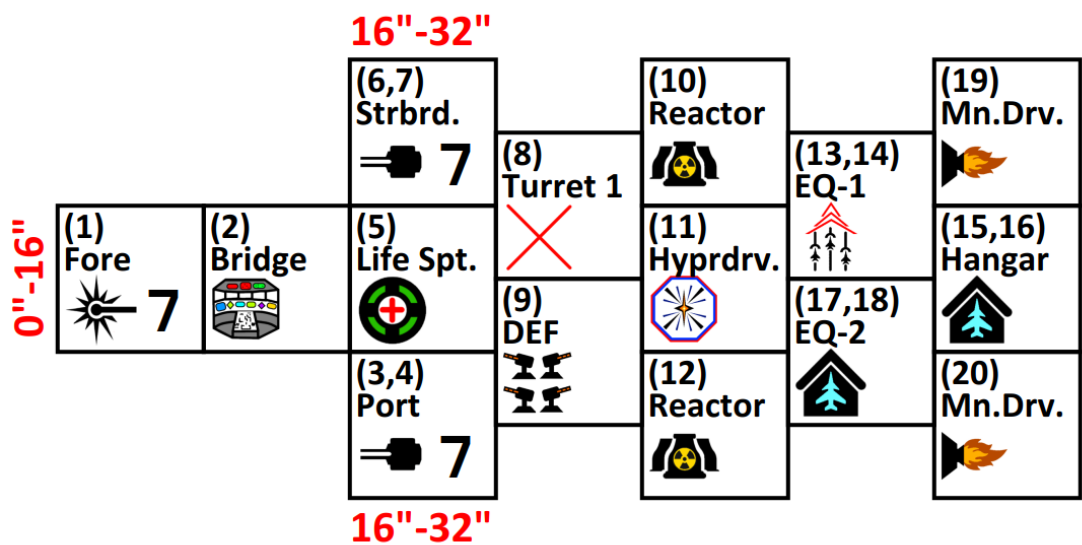
The ship design blueprint shows all of the ship systems, weapons, and equipment modules installed on the ship. Each space on the blueprint has a number (shown in parentheses) showing the location affected when a critical hit is determined. Weapons on the ship also show the *Optimal Ranges* (in red, next to the weapon slot), and the number of attack dice assigned to that weapon.

— Critical Hit Slot
— Location

(3,4) Port
7

—Ordnance Type / Equipment Module
—Attack Value
— Optimal Range

16"-32"
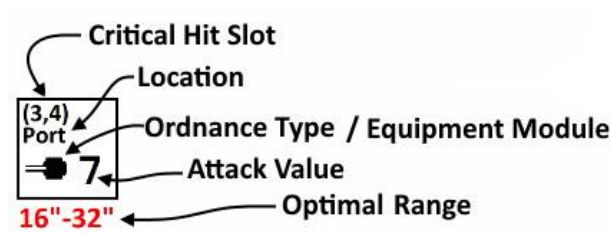
Each space on the blueprint shows the weapon or equipment installed on the ship, or a red X if there is nothing installed at that location. The largest ship classes have up to six weapon mounts available, one for each quadrant of the ship (fore, aft, port and starboard) and two turret mounts that can fire in all directions. With limited power and hull structure available, the smallest hulls have only three mounts (fore, port and starboard).

Refer to the ship blueprints (section 11.3) for the specific locations available to each ship class.

1.13.13 Ordnance / 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.

The number and position of the weapon mounts varies by ship class; refer to the design appendix for more details.

1.13.14 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.

1.13.15 Location

This is the blueprint location on the ship. For weapons, this is also the firing arc that the attached ordnance will fire into.

1.13.16 Optimal Range

The maximum distance that any 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.

2.0 FLEETS AND SQUADRONS

2.1 Fleet

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.

2.2 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.

2.3 Commanding Officers

2.3.1 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 on the board, squadrons are able to coordinate their efforts more effectively; during the Initiative phase, each player with a Fleet Admiral in the game rolls 2d20, using the highest result for their initiative roll.

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 roll 1d20 for determining initiative.

2.3.2 Squadron Commander

The Squadron Commander is stationed on board the lead ship in a squadron. Each squadron has one ship designated as the Squadron Commander, even if there is only one ship in the squadron. The Admirals Flagship also counts as the Squadron Commander for its own squadron. As long as the Squadron Commander is present, ships in that squadron may coordinate attacks on a target by combining weapon fire from multiple ships into a single attack.

If the Squadron Commander exits the game or is *Destroyed*, each ship in the squadron immediately gains a *Disorder* marker.

2.3.3 Captain

All other ships have a Captain. This is the default rank if there is no Fleet Admiral or Squadron Commander on board. If a ship is outside of the *Command Radius* of the Squadron Commander when it activates, it gains a *Disorder* marker.

2.3.4 Civilian Ships

Some scenarios include other non-military spacecraft. While each of these ships has a Captain on board, they do not hold military rank, and thus cannot command other military ships. The rank insignia shown applies to all civilian spacecraft. Civilian ships are not required to maintain command distance with any other ship. They do however, all activate at the same time as if they were in a Squadron together.

2.4 Command and Control

The maximum distance at which ships in a squadron can coordinate their efforts is defined as the *Command Radius*. This *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, regardless of the officer's rank
- A ship that is out of command cannot combine fire with other ships in its squadron.

3.0 CELESTIAL TERRAIN & OTHER NAVIGATIONAL HAZARDS

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

3.1 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.

3.2 Terrain Effects

Some terrain types will cause damage when a ship enters the terrain. These hits cannot be reduced by DEF values, but may be affected by certain SCR's or Equipment Modules. Other terrain effects (if any) are also listed here.

3.3 Suggested Terrain Sizes

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	1" diameter.

3.4 Terrain Types

The following area terrain types are used in the game.

3.4.1 Asteroid Field

Line of Sight	Line of Sight drawn through this terrain will provide cover depending on the density of the asteroid field: • Light fields provide *Light Cover*. • Heavy fields provide *Heavy Cover*.
Terrain Effects	A ship that enters or activates inside this terrain suffers damage according to the density of the asteroid field: • Light fields inflict 1d6+2 HP. • Heavy fields inflict 1d6+6 HP. *Fighter Squadrons* ignore the terrain effects of an Asteroid Field.

3.4.2 Corrosive Gas Nebula

Line of Sight	Line of Sight drawn through this terrain counts as *Heavy Cover*.
Terrain Effects	A ship that enters or activates inside this terrain loses 2 HP. *Fighter Squadrons* that enter or activate within this terrain feature are *Destroyed*.

3.4.3 Distortion Field

Line of Sight	Line of Sight drawn through this terrain counts as *Light cover*.
Terrain Effects	A ship that enters or activates inside this terrain moves at no more than half speed for the rest of the turn. *Fighter Squadrons* that enter or activate within this terrain feature are *Destroyed*.

3.4.4 Particle Cloud

Line of Sight	Line of Sight drawn through this terrain counts as *Light cover*.
Terrain Effects	A ship that enters or activates inside a Particle Cloud gains a *Disorder* marker. *Fighter Squadrons* ignore terrain effects of a Particle Cloud.

3.4.5 Minefield

Line of Sight	Line of Sight is not affected by this terrain type.
Terrain Effects	A ship that enters or activates inside this terrain takes 2d6 hits. A ships DEF intercepts these hits on a 5/6 result. *Fighter Squadrons* ignore the terrain effects of a Minefield.

3.4.6 Planet

Line of Sight	Line of Sight drawn through this terrain is *Blocked*.
Terrain Effects	A ship that enters this terrain is *Destroyed*. *Fighter Squadrons* cannot pass through this terrain, but may launch and land on Planet terrain if allowed under scenario rules.

3.4.7 Beacon Target

Line of Sight	Line of Sight is not affected by this terrain type.
Terrain Effects	The player with the most beacons in base contact has control over the beacon target. Ships and *Fighter Squadrons* are not affected by this terrain type.

4.0 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.

4.1 Attacking Beacons

Due to their small size, beacons can only be destroyed by a fighter squadron that is in base contact. Their small size makes them very difficult to hit; a *Fighter Squadron* must score a "Destroy Beacon" result to destroy it.

4.2 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.

4.3 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 the ship. The beacon is deployed with the offline side showing. A ship can deploy a single beacon during its activation.

4.4 Jam

When a friendly online beacon is in base contact with an enemy online beacon, the two beacons jam each other's signals. Both beacons are then considered offline. Neither beacon 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.

4.5 Hack

A ship equipped with the *Electronic Countermeasures* equipment module can attempt to hack into an enemy online beacons' operating system by performing the *Hack Beacon* special action.

4.6 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 22) for the ship.

4.7 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.

5.0 GAME SET UP

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

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.

5.1 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**. This will be the maximum number of points you are allowed to spend when putting your Fleet together for the game.

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

5.2 Setting up a Game

Set up a game using the following steps:
1. Determine Scenario
2. Assemble Fleets
3. Terrain Placement
4. Deploy Minefields
5. Squadron Deployment
6. Scout Deployment

5.2.1 Determine Scenario

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

5.2.2 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 maximum fleet value.

5.2.3 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.

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

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"

To determine order for placement, each player rolls **1d20**. 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 is presented in the *Terrain Rules*.

5.2.4   Deploy Minefields

After the terrain has been placed, all ships with the *Minelayer* equipment module deploy 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

1d20	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.

5.2.5   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 **1d20**, 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.

5.2.5.1   Carrier and Fighter Squadron Deployment
When a Carrier deploys to the battlefield, it may do so with all *Fighter Squadrons* launched and in base contact with the Carrier. These may move as normal on the Carrier's next activation.

5.2.5.2   Shields
A ship with a *Shield Generator* equipment module may deploy with the shields active by placing the *Arc Shield* markers on the ships base.

5.2.5.3   Hyperspace Reserve
A squadron may be held in hyperspace reserve off of the game board, 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 maximum fleet value may be held in reserve.
2. Only full squadrons can be held in reserve.
3. The Admirals Flagship cannot be held in reserve.

5.2.5.4   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.

5.2.5.5   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.

5.2.6   Scout Deployment

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

6.0 THE ORDER OF PLAY

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

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
4. End Phase

6.1 Initiative Phase

To determine the side with initiative, each Player rolls **2d20** (or 1d20 if the player does not have a Fleet Admiral on the board). The Player with the highest result chooses their place in the Order of Initiative for the current turn. If each player rolls the same result, roll again (with all bonuses still applying) until one player has a higher result and a clear order of initiative has been established for the turn.

6.2 Reserves 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. Of course, this phase is skipped if a player has no forces in hyperspace reserve. See section 7.0 *Reserve Phase* on page 17 for more information.

6.3 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 18 for the complete rules.

6.4 End Phase

Once all squadrons present on the battlefield have activated, the play then moves on to the *End Phase*, detailed on page 33. Once the *End Phase* is complete (and assuming the game has not ended) the current round ends, and the next round begins.

7.0 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 3" 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.

7.1.1   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.

7.1.2   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 from the energy portal, all ships in the squadron that enter from hyperspace do not receive the Optimal Range bonus when attacking this turn.

7.1.3   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*.

8.0 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.

8.1 Command & Control Segment

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

8.1.1 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 ships 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 ships 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.

8.1.2 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 an outgoing *Hyperspace Portal* marker within 4" of the ship, and not within 4" of any terrain feature.
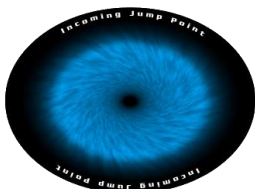
If a ship is off-board (i.e., in hyperspace reserve), place an incoming *Hyperspace Portal* marker anywhere on the board that is not within 4" of any terrain feature, and not in any restricted area (as may be defined in a scenario description).

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 open one

Hyperspace Portal at a time, although any number of ships may use the *Hyperspace Portal* while it is open.

8.1.3 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.

8.1.4 Raise or Lower Shields
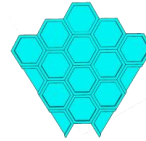
If a ship is equipped with a *Shield Generator* equipment module, it can raise shields to protect one of the four arcs (forward, aft, port, or starboard). Mark the protected arc by placing an *Arc Shield* marker on the ship base. A ship lowers shields by removing the *Arc Shield* marker from the ship base.

8.1.5 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.
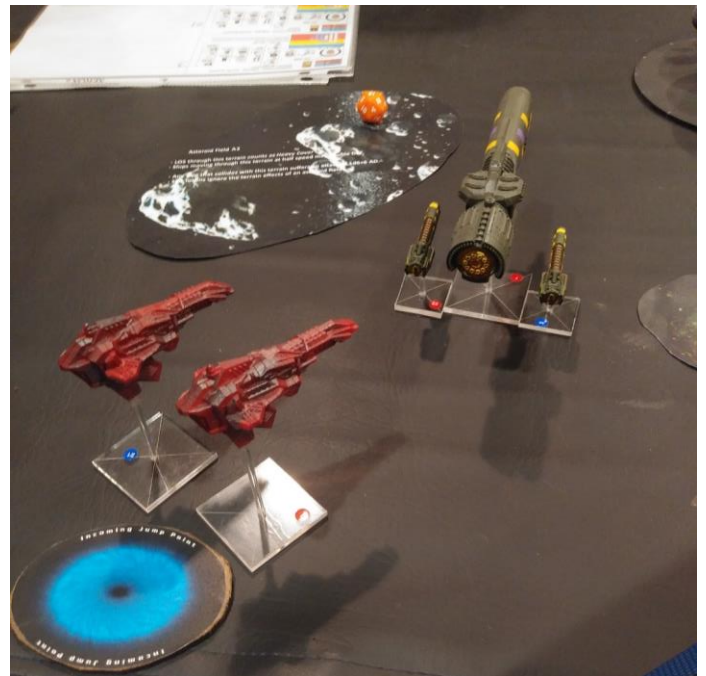
8.2 Movement Segment

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.

8.2.1   Turning a Ship

There are four different arcs that define how tightly a ship may turn, as defined by the green band shown below:

	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.

8.2.2   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. The MV value for the ship is shown under the turning arc diagram:

MV: 8" – 12"

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.

If the movement path from start to finish crosses any part of a terrain feature, check for terrain damage as detailed in the section on page 10

Single Measure Movement
1. Measure 2. Move 3. Spin

Ship w/ 4-7" MV stat
180° Available Move Area

The point of origin must remain in ship's rear arc at the destination
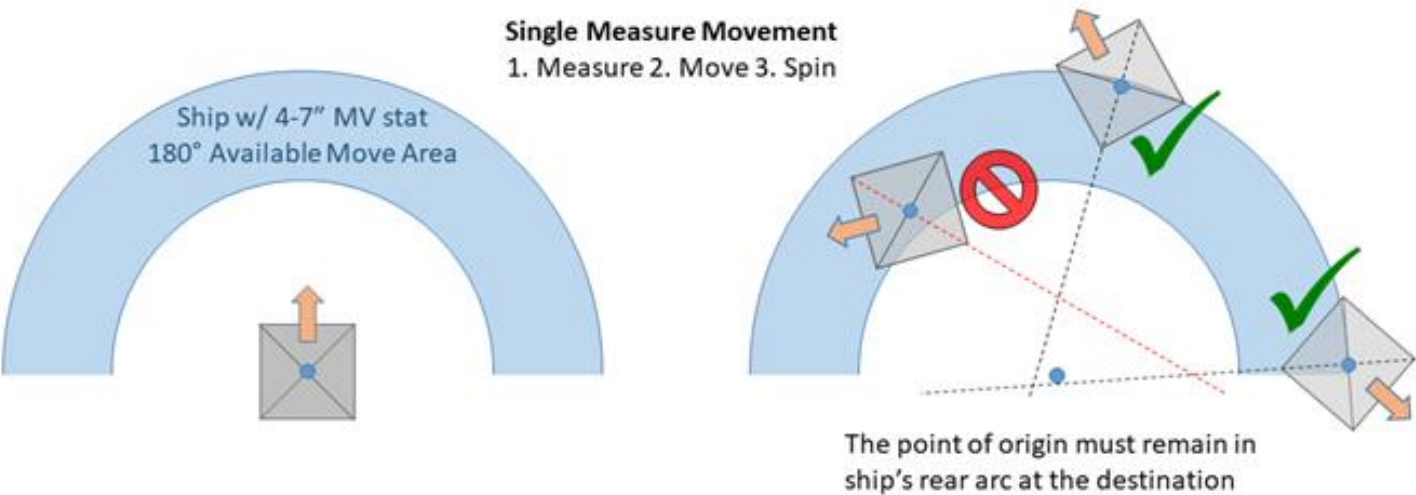
8.2.3　Movement Limitations

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.

8.2.4　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.

8.2.5　Moving Off the Table

Unless a Victory 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.

8.2.6　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 damaged, depending on the type of terrain.

Shields and Cloaking systems have no effect on preventing damage from terrain effects.
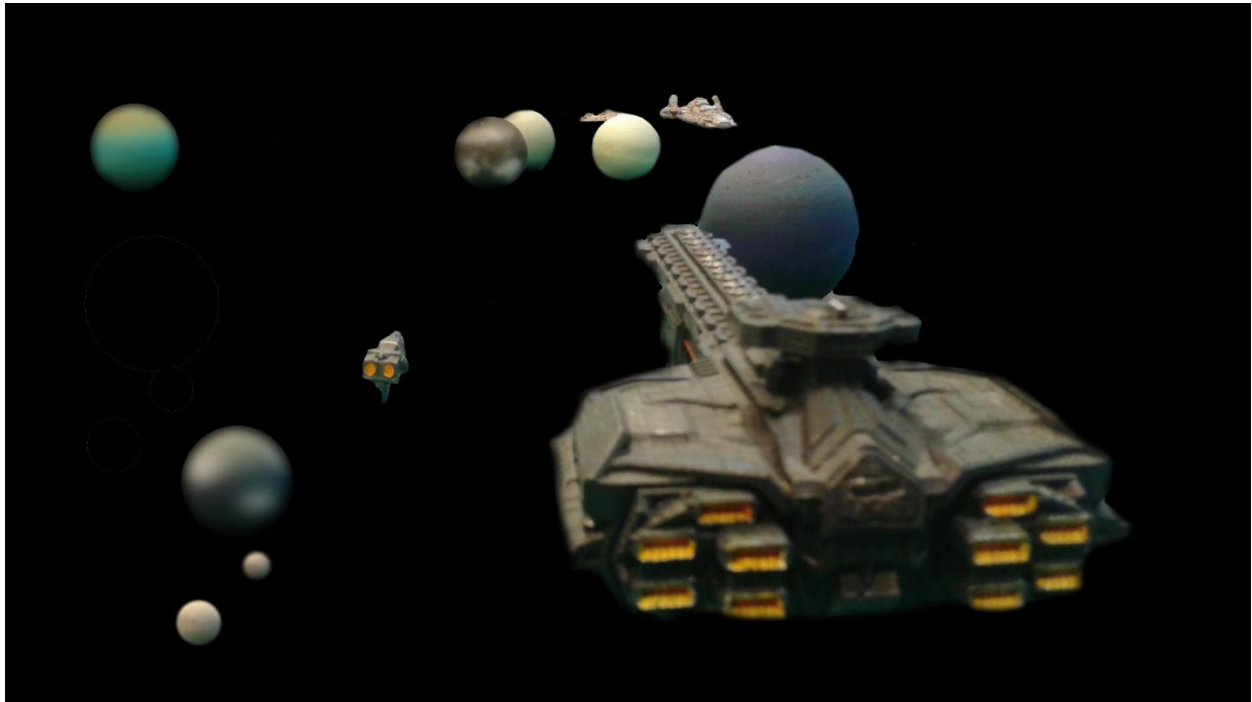
Aided by the RS Perception, the DNS Avenger of Ixalan begins its targeting calculation on the enemy fleet.

8.3   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.

8.3.1   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.

8.3.2   Hack Beacon

A ship with the *Electronic Countermeasures* equipment module can attempt to hack into a beacon that is within 12" of the ship. Roll 1d6, and add 1 for each *Electronic Countermeasures* module on board. If the result is 6 (or higher) the hack was successful; replace the enemy beacon with a friendly offline beacon.

8.3.3   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.

8.3.4   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 two 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 half of the ships total point cost to the opponent. The ship may not re-enter the game once it enters hyperspace.

8.3.5   Short-Range Jump

A Short-Range Jump is a special kind of hyperspace jump that allows a ship to move to within 2" to any friendly active beacon. The ship may choose any facing when it makes the jump. During the next *Combat Segment*, residual electronic interference causes direct fire attacks made by this ship to have a *Light Cover* penalty. This penalty is cumulative with other cover modifiers.

8.3.6   Full Thrust

A ship may elect to divert all power to the main thrusters to increase its speed. 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 during the *Combat Segment* but may still initiate a *Boarding Assault*.

8.3.7   Evasive Action

A ship may increase its defensive posture by placing an *Evasive Action* token on the ship base. The ship skips its next Combat Segment and is considered to have *Heavy Cover* until the start of its next activation.

8.3.8   Launch Fighters

A Carrier 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.

8.3.9   Tractor Beam

A ship with a *Tractor Beam* equipment module may move a smaller stationary object to base contact. Compare the Hull Size statistic to determine larger/smaller size objects. The object moved must be within 12" of the ship with the Tractor Beam.

8.3.10   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.
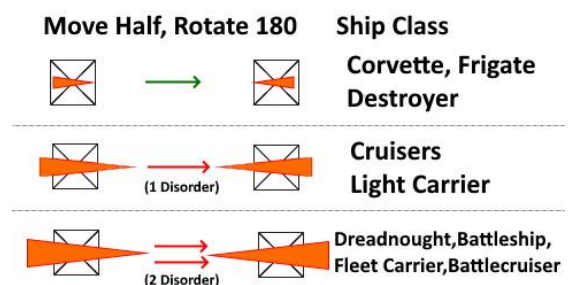
8.3.11 Orbiting Planets

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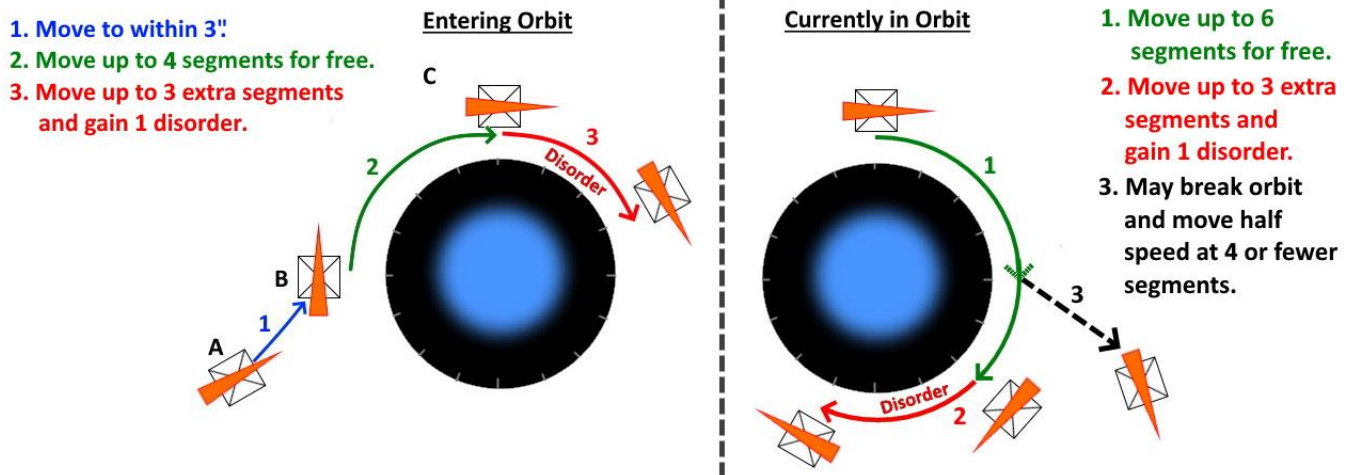
8.3.11.1 Entering Orbit

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 to enter orbit.
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 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.

8.3.11.2 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*.

8.3.11.3 Breaking Orbit

To break orbit around a planet, a ship simply moves as normal away from the planet. Breaking Orbit does not count as a *Special Action,* although using any orbital movement (up to 4 segments worth) before leaving orbit would count as the *Special Action* for that turn.

8.3.12   Gravitational Slingshot

This special 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.

1. Move to within 3".
2. Move up to 3 segments for free.
3. Move up to 3 extra segments and gain 1 disorder.
4. Break orbit at any point using remaining movement.
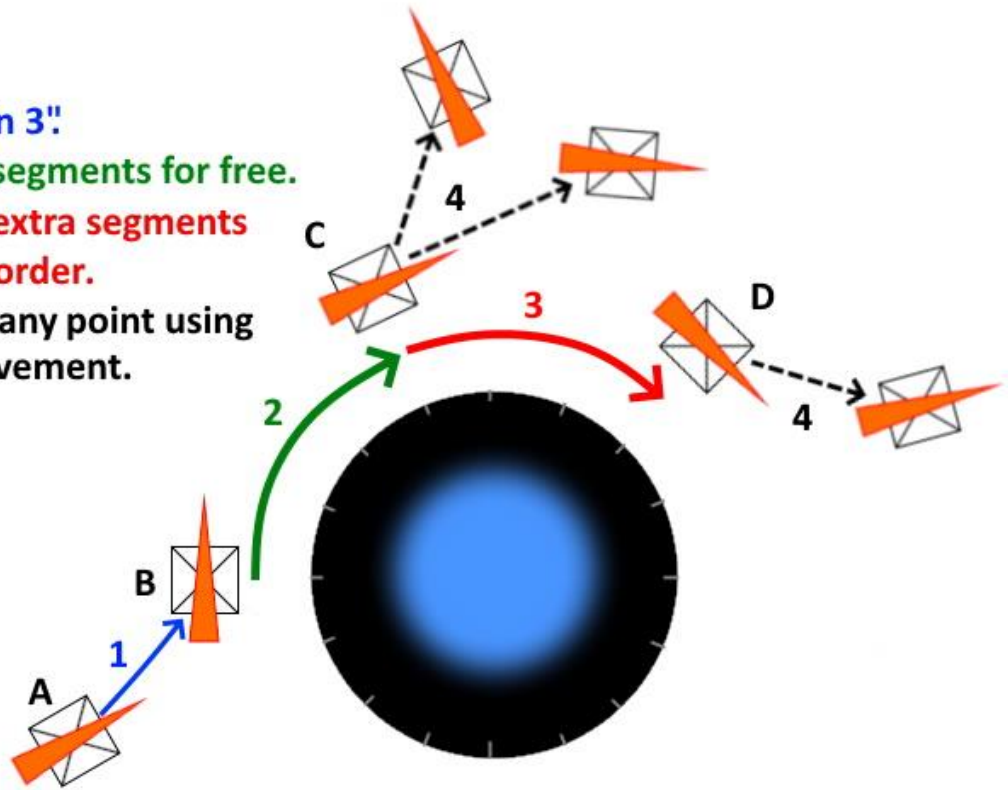
Steps for making a Gravitational Slingshot. For this example, the ship has a base movement of 9":

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 three 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.

8.4 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 from Ships
- 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.

8.4.1 Determining Range

The range between two ships is determined by measuring a straight line from a post of the firing ship to a post of the target ship. If multiple ships are combining fire in the attack, the shortest distance from any attacking ship to the defending ship is used to determine the attack range.

8.4.2 Line of Sight (LOS) and Cover

LOS is determined by projecting a straight line from the post of a firing ship to the post of a target ship.

If multiple ships are attacking, LOS is determined from each individual ship. The final attack LOS is based on the worst LOS from the attacking squadron.

If the LOS crosses a terrain feature that impedes LOS, the defending ship will have either *Light* or *Heavy Cover*, based on the terrain.

If this line crosses terrain that blocks LOS then a direct attack is not possible. Indirect attacks are not affected by terrain types that block LOS.

8.4.3 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.

8.4.4 Vulnerable Sector

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. Torpedo weapons cannot target the *Vulnerable Sector* of a ship, regardless of the relative positions of the attacker and defender.

A ship at *Full Stop* does not have a Vulnerable Sector.

8.4.5 Firing from Multiple Arcs

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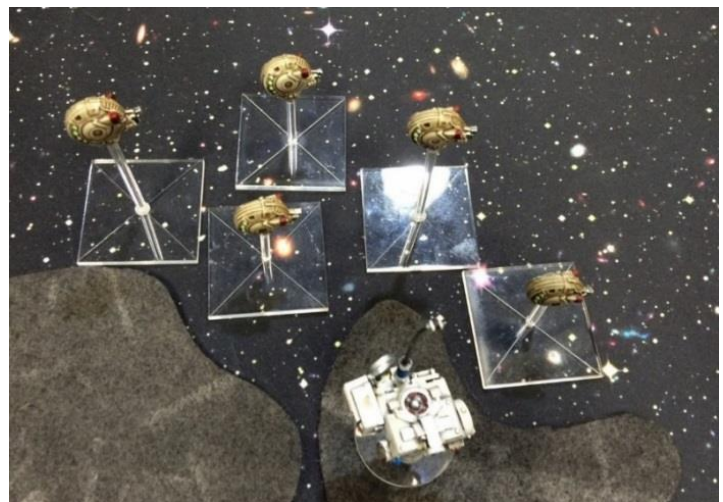
Ships of the Imperium maintain close formation while on patrol near an allied listening post.

8.4.6 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**.

8.4.6.1 Single Direct 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.

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

8.4.6.3 Torpedo Fire Restrictions

Torpedo weapons never combine fire with other weapon ordnance types. They may only combine fire with other torpedo weapons.

8.4.7 Ship vs. Ship 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 **DEF** systems, subsequent attacks against the same target will find it much easier to cause damage.

8.4.7.1 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 of the target, roll 1d20 and consult the ship blueprint to determine the damaged location.
9. Move on to the next Attack.

8.4.7.2 Dice Results

Ship Attack Dice	
#d6	**Ship Attacks**
1	Miss at all ranges
2	Miss at all ranges
3	Hit inside *Optimal Range*
4	Hit inside *Optimal Range*
5	Hit at all ranges less than maximum range (48")
6	Hit at all ranges less than maximum range (48") **AND** Ordnance Effect[1]

Ship Defense Dice vs. Ship Attacks	
#d6	**Ship Attacks**
1	Miss
2	Miss
3	Intercept if ship has *Heavy Cover*
4	Intercept if ship has *Light* or *Heavy Cover*
5	Intercept
6	Intercept **AND** Damage Control[2]

Notes:

[1] A successful "Ordnance Effect" triggers special damage effects on the target ship (see *Ordnance*, page 44).

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

8.4.7.3 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 torpedo 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 ships **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 target ships' 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.

8.4.8   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 spacecrafts are represented by squadron tokens on the game board.

8.4.8.1   Launch Fighter Squadron

Any *Fighter Squadron* may be deployed on the game board during the *Standard Deployment* phase; they are deployed in base contact with their parent *Carrier* ship. They may also be launched during a *Carriers* 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.

8.4.8.2   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.

8.4.8.3   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.

8.4.8.4   Return to Carrier (RTC)

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.

8.4.8.5   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.

8.4.8.6   Attack Die and Range

A *Fighter Squadron* token has one attack die. The 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.

8.4.8.7   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, which includes the **DEF** of any adjacent ships with the *Defensive Screen* SCR, and any friendly *Fighter Squadrons* providing cover for the ship:

Ship Defense vs. Fighter Squadron Attacks	
#d6	**Ship Defense vs. Fighter Squadrons**
1	Miss
2	Miss
3	Abort attacking *Fighter Squadron*
4	Abort attacking *Fighter Squadron*
5	Abort attacking *Fighter Squadron*
6	Destroy attacking *Fighter Squadron*

Any remaining attacking *Fighter Squadrons* then roll 1d6, with the following results:

Fighter Squadron Attack vs. Ships	
#d6	**Result**
1	Miss
2	Miss
3	Critical Hit
4	Critical Hit
5	Critical Hit
6	Critical Hit

All attacking (and any defending *Fighter Squadrons*) involved in the attack must 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, comparing results to the following table:

Fighter vs. Fighter Attack	
#d6	**Result**
1	Miss
2	Miss
3	Enemy *Fighter Squadron RTC*
4	Enemy *Fighter Squadron RTC*
5	Enemy *Fighter Squadron RTC*
6	Destroy enemy *Fighter Squadron*

Any 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. Each *Fighter Squadron* adds 1d6 to the ships' **DEF** when attacked. The *Fighter Squadron* must *Return to Carrier* after providing this defensive support. See also section *8.4.8.3 Combat Area Patrol (CAP)* for details on moving fighters with ships.

8.4.9   Boarding Assaults

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 Assaults use the following procedure:

8.4.9.1   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.

8.4.9.2   Boarding Assault

The attacker rolls a number of dice equal to the sum of all the *Space Marines* for each ship participating in the *Boarding Assault*. If any ship also has the *Special Forces* SCR, those dice should be rolled separately. Compare the results against the following table for the number of hits:

Boarding Assault Hits	
#d6	**Boarding Assault Results**
1	Miss
2	Miss
3	Hit if attacker has the *Special Forces* SCR
4	Hit if attacker has the *Special Forces* SCR
5	Boarding Hit
6	Boarding Hit

8.4.9.3   Boarding Defense

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 1d6 for each *Fighter Squadron* in base contact with the target ship.

Compare the results against the following table for the number of hits:

Boarding Assault Intercepts	
#d6	**Boarding Defense Results**
1	Miss
2	Miss
3	Intercept if defender has the *Security Detachment* SCR
4	Intercept if defender has the *Security Detachment* SCR
5	Boarding Intercept
6	Boarding Intercept

8.4.9.4   Compare Results

Subtract the number of boarding intercepts from the boarding hits, and then divide this result by the current **CP** value of the target ship, rounding down. This final value 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 successful 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)

8.4.10 Damage Effects

8.4.10.1 Disorder

A ship with *Disorder* suffers the following effects:

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

8.4.10.2 Condition Check
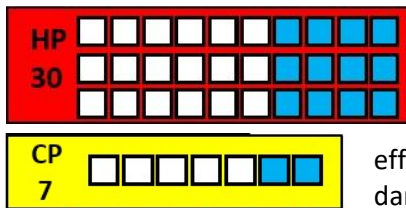
 When a ship takes damage in the shaded HP or CP boxes, the effects of shock damage, loss of power to repair systems, fires spreading out of control, and so forth make it risky for a ship to remain on the battlefield. Each time an attack causes **HP or CP** loss in a shaded box (as shown on the stat card), the ship must also make a *Condition Check* to determine whether it will stay and fight, or withdraw from the battle. Only one *Condition Check* per attack is required.

To make a *Condition Check*, roll **2d6** and subtract the number of *Disorder* markers present on the ship from the result. To succeed on the *Condition Check* the final result (dice roll minus disorder) must be:

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

A ship that fails the *Condition Check* must make an immediate *Emergency Hyperspace Jump*.

8.4.10.3 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 scores 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 two *Disorder* markers.

8.4.10.4 Zero Hull Points (0 HP)

A ship that is reduced to zero **HP** counts as *Destroyed* and the model is removed from the table.

8.4.10.5 Zero Critical Rating (0 CR)

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

8.4.10.6 Zero Crew Points (0 CP)

A ship with **CP** value equal to zero is running on minimal crew. The ship cannot launch or recover *Fighter Squadrons*, and cannot initiate *Boarding Assaults*. The ship immediately makes an immediate *Emergency Hyperspace Jump* if it gains a *Disorder* marker, or it if takes any additional **CP** damage. If it cannot make the jump, instead of taking *Disorder* markers it is *Destroyed*.

8.4.10.7 Critical Hits

A critical hit is scored when the number of hits in a single attack are greater or equal to the **CR** of the ship. 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.

If a critical hit location does not have equipment or weapons installed (or if the location has been destroyed by an earlier critical hit), then the next lower numbered location receives the critical hit damage.

In the case of location #1 being rolled, and it has already been destroyed, then the critical hit is instead counted as a miss, and no further action is taken.

8.4.11 Combat Examples:

8.4.11.1 **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 attacking destroyer passes through a *Light Cover* asteroid field. Another has LOS through a gas cloud which provides *Heavy Cover*, and another 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. 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.
4. 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.
5. The defender rolls 5 dice (the **DEF** value of 3 on the target ship, plus 1 die for each other ship in the squadron) and gets the following: 2,3,3,4,4. With the Heavy Cover from the attack, results of 3 or better are needed; The roll results in 5 intercepts.
6. The cruiser will take 0 **HP** damage (5 hits – 5 intercepts). However, the three 'Ordnance' results were not cancelled by *Damage Control* results (a defensive result of 6), so the target cruiser has its **DEF** value reduced by 6 (2 for each EMP *Ordnance* result). As the ship only started with 3 DEF, it is reduced to 0 DEF instead.
7. The destroyers have no more valid targets, so their activation ends.

8.4.11.2 **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 target ship is in the forward arc of all attackers.
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 two hits on the battleship, with one 'Ordnance' result. The 6 dice from the attacking battleship are rolled with results of 1,1,4,5,6...three hits. The ordnance effect for Beam weapons allows for rolling two extra dice, resulting in a 3,5 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 4,5 or 6 due to the *Light Cover*. Dice are rolled and the following come up: 1,2,2,2,4,4,5,5. 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 by 1, down 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 5, no critical hit is inflicted on the ship.
10. The attacker has no more valid targets, so the activation ends.

9.0 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

9.1 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.

9.2 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*.

9.3 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.
- 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.

9.4 Check Level of Disorder

If the number of *Disorder* tokens on the ship is equal or greater than the current **CP** level, the ship immediately makes an *Emergency Hyperspace Jump*.

9.5 Next Round

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

10.0   COMPILED GAME TABLES

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 *Optimal Range*	Abort Fighter Critical vs. Ships	Hit if ship has the *Special Forces* SCR
4	Hit inside *Optimal Range*	Abort Fighter Critical vs. Ships	Hit if ship has the *Special Forces* SCR
5	Hit at all ranges less than maximum range (48")	Abort Fighter Critical vs. Ships Destroy Beacon	Boarding Hit
6	Hit at all ranges less than maximum range (48") **AND** Ordnance Effect	Destroy Fighter Critical vs. Ships Destroy Beacon	Boarding Hit

Defense Dice

#	Ship vs. Ship Defense	*Fighter Squadron* Defense	Boarding Defense
1	Miss	Miss	Miss
2	Miss	Miss	Miss
3	Intercept if ship is in *Heavy Cover*	Abort Fighter	Intercept if ship has the *Security Detachment* SCR
4	Intercept if ship is in *Light* or *Heavy Cover*	Abort Fighter	Intercept if ship has the *Security Detachment* SCR
5	Intercept	Abort Fighter	Boarding Intercept
6	Intercept **AND** Damage Control	Destroy Fighter	Boarding Intercept

Fighter Squadrons (RTC = Return to Carrier)

Fighter Squadrons	(RTC = Return to Carrier)
Attacking Ships	Roll Ship **DEF** (including **Screen** and **CAP**) first. An intercept of 3-5 aborts an enemy *Fighter*, an intercept of 6 destroys an enemy *Fighter*. Each remaining attacking *Fighter* rolls 1d6; results of 3+ inflicts a critical hit. All attacking and defending Fighters then RTC.
Dogfight vs. Enemy Squadrons	Each *Fighter* rolls 1d6. A result of 3-5 aborts an enemy *Fighter* which must RTC. A result of 6 destroys an enemy *Fighter*. All *Fighters* may optionally RTC after the dogfight.
Combat Area Patrol (CAP)	Each escorting *Fighter Squadron* adds 1d6 to the ships **DEF** and roll for defense intercepts as usual. *Fighter Squadron* must RTC afterward.

Special Actions:
- Short-Range Jump
- Cloak (engage/disengage)
- Deploy Beacon
- Hack Beacon
- Full Thrust (extra move, no attacks)
- Launch 1-3 *Fighter Squadrons* (+3 w/*Disorder*)
- Engage Hyperspace Drive
- Evasive Action (gain Heavy Cover and skip Combat Segment)
- 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:
  - 5 or less for Captain
  - 4 or less for Sq. Cmdr.
  - 3 or less for Fleet Admiral
- A ship with 0 **CP** immediately jumps if it takes any **CP** loss, or gains a *Disorder* Marker.
- At end of round, a ship jumps if the number of *Disorder* is equal or greater than current **CP** level.

Boarding Attacks Summary
May attack when within 3" of enemy, and must have Space Marines on board.
- 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.

SHIP MOVEMENT

ORBIT PLANET SPECIAL ACTION

Single Measure Movement
1. Measure 2. Move 3. Spin

Ship w/ 4-7" MV stat
180° Available Move Area

The point of origin must remain in ship's rear arc at the destination
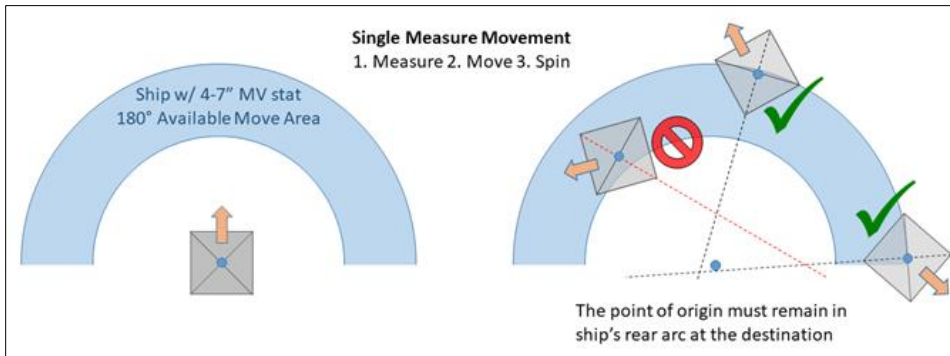
Hyperspace Matrix Drift	
Die Result	Drift Distance
1	6" aft-starboard
2	6" aft
3	6" aft-port
4	6" fore-starboard
5	6" forward
6	6" fore-port
7	3" aft-starboard
8-9	3" aft
10	3" aft-port
11	3" fore-starboard
12-13	3" forward
14	3" fore-port
15-20	No drift; arrive on target

Entering Orbit

1. Move to within 3".
2. Move up to 4 segments for free.
3. Move up to 3 extra segments and gain 1 disorder.

Currently in Orbit

1. Move up to 6 segments for free.
2. Move up to 3 extra segments and gain 1 disorder.
3. May break orbit and move half speed at 4 or fewer segments.

GRAVITATIONAL SLINGSHOT SPECIAL ACTION

1. Move to within 3".
2. Move up to 3 segments for free.
3. Move up to 3 extra segments and gain 1 disorder.
4. Break orbit at any point using remaining movement.

SPLIT-S MANEUVER

Move Half, Rotate 180	Ship Class
	Corvette, Frigate Destroyer
(1 Disorder)	Cruisers Light Carrier
(2 Disorder)	Dreadnought, Battleship, Fleet Carrier, Battlecruiser

Terrain Effects

Asteroid Field (Light or Heavy Cover)
- Light: Ships take 1d6+2 hits (No DEF)
- Heavy: Ships take 1d6+6 hits (No DEF)
- No effect on fighters

Corrosive Gas Nebula (Heavy Cover)
- Ships lose 2 HP (No DEF)
- Fighters cannot enter.

Distortion Field (Light Cover)
- Ships move at half speed.
- Fighters cannot enter.

Particle Cloud (Light Cover)
- Ships gain a Disorder.
- No effect on Fighters.

Minefield
- No effect on LOS
- Ships take 2d6+6 hits (Normal DEF)
- No effects on Fighters.

Planets/Moons
- Blocks LOS.
- Ships destroyed if there is a collision.
- Fighters must go around.

11.0 DESIGN APPENDIX

11.1 Baseline Ship Statistics

All ships use the following baseline statistics:

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

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 (in each arc). The aft arc cannot have more than one quarter of the total attack dice. Stations however, are not subject to these limits.

11.2 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/Torpedo 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, which is dependent on the role and size of the ship.

11.3 Ship Blueprints

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

11.3.1   Dreadnought and Battleship

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

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

11.3.3   Battlecruiser

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

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

11.3.2   Fleet Carrier

	F	
	BR	
P	LS	S
	DF	T1
RE	HY	RE
E1	HG	E2
DR		DR

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

11.3.4   Heavy Cruiser

	F	
	BR	
	LS	
P	DF	S
T1	HY	T2
	E1	RE
DR	A	DR

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

11.3.5 Light Carrier

	F	
	BR	
	LS	
P	DF	S
RE	HY	RE
	E1	
DR	HG	DR

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

11.3.6 Cruiser

	F	
	BR	
	LS	
P	DF	S
	T1	HY
E1	RE	E2
DR	A	DR

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

11.3.7 Destroyer

	F	
BR	LS	
P	DF	S
T1	HY	E1
	RE	
	A	
	DR	

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

11.3.8 Frigate

	F	
	BR	
P	DF	S
E1	LS	E2
	RE	
	HY	
	DR	

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

11.3.9 Corvette

	F	
	BR	
P	DF	S
	E1	LS
	RE	
	HY	
	DR	

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

11.3.10 Large Station

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

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

11.3.11 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	

11.3.12 Large Freighter (Civilian)

	BR	
	LS	
T1	DF	T2
RE	HY	RE
E1	E2	E3
DR		DR

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

11.3.13 Medium Freighter (Civilian)

	BR	
	LS	
	DF	
T1	RE	T2
	E1	E2
DR	HY	DR

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

11.3.14 Small Freighter (Civilian)

	BR	
T1	DF	T2
E1	LS	E2
	RE	
	HY	
	DR	

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

11.4 Ship Customization

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's may be restricted on certain ship classes; other SCR's may be included for free on other classes. A free SCR has no cost to the ship, and does not count toward the maximum number allowed on board.

11.4.1   SCR Costs

SCR	Cost	Restricted to:	Included for free on:
Ambush	10	Destroyers and Frigates only.	
Armed Crew	5		
Defensive Screen	10	Corvettes and Frigates only.	Frigates
Difficult Target	15	Corvettes and Frigates only.	Corvettes
Elite Bridge Crew	10		
Expert Engineers	10		
Expert Navigators	15		Destroyers
Flight Deck Crews	10	Fleet and Light carriers only.	Fleet Carrier
No Vulnerable Sector	15		
Operations Center	15	Dreadnoughts, Battleships, and Battlecruisers only.	Dreadnoughts
Pack Hunters	10		Destroyers
Redundant Systems	10		Battlecruiser
Restricted Hangar	-10	Carriers only.	
Scout	10	Destroyers, Corvettes, and Frigates only.	Corvettes
Security Detachment	5		
Special Forces	5		
Target Resolution	10		
Unmanned	20	Light Carriers, Destroyers, Corvettes, and Frigates only.	
Veteran Crew	10		
Vulnerable Design	-20		

11.4.2   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. Only Destroyers and Frigates may take this SCR.

11.4.3   Armed Crew

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

11.4.4   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.

11.4.5   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.

11.4.6 Elite Bridge Crew

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

11.4.7 Expert Engineers

A ship with this SCR repairs locations with a *Critical Hit* during the *End Phase* of the round on a result of 4, 5, or 6.

11.4.8 Expert Navigators

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

11.4.9 Flight Deck Crews

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

11.4.10 No Vulnerable Sector

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

11.4.11 Operations Center

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

11.4.12 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.

11.4.13 Redundant Systems

A ship with this SCR has extra systems built in to deal with heavy damage. The ship has 50% fewer *Compromised HP* boxes on board. There is always a minimum of one box on a ship, however.

11.4.14 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.

11.4.15 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.

11.4.16 Security Detachment

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

11.4.17 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.

11.4.18 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.

11.4.19 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* 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*. Only Light Carriers, Destroyers, Frigates, and Corvettes may take this SCR.

11.4.20 Veteran Crew

A ship with this SCR has a well-trained, veteran crew on board. As a result, the ship has 50% fewer *Compromised Crew*

boxes on board. There is always a minimum of one box, however.

11.4.21 Vulnerable Design

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

11.5 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.

Most ordnance types are available only to military spacecraft. If a civilian ship can generally use the ordnance type, it is noted in the "Civilian" column of the Ordnance Summary table.

11.5.1   Ordnance Summary

Ordnance Type	Cost	Optimal Range	Restrictions	Civilian Availability?
Antimatter	15	16" – 32"	No turret or aft mounts	No
Autocannon	0	16" – 32"	None	Yes
Beam	5	0" – 16"	None	Yes
Biohazard	10	16" – 32"	No turret mount	No
Dark Matter	15	16" – 32"	No turret or aft mounts	No
Disruptor	15	0" – 16"	None	No
Cyberwarfare	10	0" – 16"	None	No
EMP	10	0" – 16"	None	No
Gravitational	15	16" – 32"	None	No
High Velocity	15	16" – 32"	Fore mount only	No
Nuclear	20	16" – 32"	None	No
Plasma	20	0" – 16"	No turret mounts	No
Polaron Ray	20	0" – 16"	Fore mount only	No
Scatter	10	0" – 16"	None	Yes
Torpedo (Biohazard)	15	12" – 48"	Turrets only	No
Torpedo (Dark Matter)	20	12" – 48"	Turrets only	No
Torpedo (EMP)	15	12" – 48"	Turrets only	No
Torpedo (High Explosive)	5	12" – 48"	Turrets only	No
Torpedo (Nuclear)	20	12" – 48"	Turrets only	No

11.5.2 Antimatter

Ordnance damage effect: Target ship loses the *Optimal Range* bonus for all attacks in its next Combat phase.
Restrictions: No turret or aft mounts.
Optimal Range: 16" – 32"

11.5.3 Autocannon

Ordnance damage effect: Counts as 2 hits.
Restrictions: None.
Optimal Range: 16" – 32"

11.5.4 Beam

Ordnance damage effect: Roll two extra attack dice.
Restrictions: None
Optimal Range: 0" – 16"

11.5.5 Biohazard

Ordnance damage effect: Target ship loses 2 Crew Points (**CP**).
Restrictions: No turret mounts.
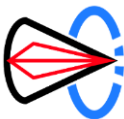**Optimal Range:** 16" – 32"

11.5.6 Cyberwarfare

Ordnance damage effect: Affected player has -2 initiative on next round.
Restrictions: None.
Optimal Range: 0" – 16"

11.5.7 Dark Matter

Ordnance damage effect: Target ship loses 2 HP, which cannot be reduced by **DEF** results.
Restrictions: No turret or aft mounts.
Optimal Range: 16" – 32"

11.5.8 Disruptor

Ordnance damage effect: Destroys a *Shield Generator* or *Hyperdrive* module. (Attackers choice)
Restrictions: None.
Optimal Range: 0" – 16"

11.5.9 EMP (Electro-Magnetic Pulse)

Ordnance damage effect: Target ship loses 2 **DEF** for the rest of the game.
Restrictions: None
Optimal Range: 0" – 16"

11.5.10 Gravitational

Ordnance damage effect: Target ship is moved 6" in any direction, and keeps the same orientation.
Restrictions: None
Optimal Range: 16" – 32"

11.5.11 High Velocity Railgun

Ordnance damage effect: Target ship has -1 **CR** for the rest of the game.
Restrictions: Fore mount only.
Optimal Range: 16" – 32"

11.5.12 Nuclear

Ordnance damage effect: Target ship gains a Disorder marker.
Restrictions: None
Optimal Range: 16" – 32"

11.5.13 Plasma

Ordnance damage effect: Target ship has -2" Movement for the rest of the game to a minimum of 1".
Restrictions: No turret mounts
Optimal Range: 0" – 16"

11.5.14 Polaron Ray

Ordnance damage effect: If inside *Optimal Range*, target ship takes one critical hit.
Restrictions: Fore mount only.
Optimal Range: 0" – 16"

11.5.15 Scatter

Ordnance damage effect: Ignore *Light Cover*; *Heavy Cover* counts as *Light Cover*.
Restrictions: None
Optimal Range: 0" – 16"

11.5.16 Torpedo Rules

Torpedoes are a special kind of ordnance. They can only be placed in a Turret/Torpedo slot on the ship blueprint. Torpedoes ignore all types of cover, and do not need clear LOS to the target ship. While they have a very large *Optimal Range,* they can only be fired at targets at ranges inside their *Optimal Range*. The ordnance effect for a torpedo varies by the kind of warhead placed on the torpedo.

11.5.17 Torpedo (Biohazard Warhead)

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

Restrictions: Turrets only. (Cannot be fired at ranges less than 12")

Optimal Range: 12" − 48"

11.5.18 Torpedo (Dark Matter Warhead)

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

Restrictions: Turrets only. (Cannot be fired at ranges less than 12")

Optimal Range: 12" − 48"

11.5.19 Torpedo (EMP Warhead)

Ordnance damage effect: Target ship loses 2 **DEF** for the rest of the game.

Restrictions: Turrets only. (Cannot be fired at ranges less than 12")

Optimal Range: 12" − 48"

11.5.20 Torpedo (Explosive Warhead)

Ordnance damage effect: Roll two additional attack dice.

Restrictions: Turrets only. (Cannot be fired at ranges less than 12")

Optimal Range: 12" − 48"

11.5.21 Torpedo (Nuclear Warhead)

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

Restrictions: Turrets only. (Cannot be fired at ranges less than 12")

Optimal Range: 12" − 48"

11.6 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. Many modules are not available to civilian ships; exceptions to this are shown in the *Equipment Costs* table.

11.6.1   Equipment Costs

Equipment Module	Cost	Placement Restrictions	Civilian Availability?
Armor Plating	10	None	Yes
Aperture Beacon	15	None	No
Automated Repair	15	None	Yes
Auxiliary Power Unit	5	None	Yes
Bridge	0	None	Yes
Beacon Deployment	10	None	No
Cargo Space	5	None	Yes
Catapult Launchers	10	Carriers only.	No
Cloaking Device	20	Requires an *Auxiliary Power Unit* or two *Reactors*.	No
Defense Network	0	None	Yes
Electronic Countermeasures	10	None	No
Enhanced Sensor Array	10	Requires an *Auxiliary Power Unit* or two *Reactors*.	No
Hangar Bay	10	None	No
Hyperdrive	0	None	Yes
Hyperspace Matrix	15	Requires an *Auxiliary Power Unit* or two *Reactors*.	No
Life Support	0	None	Yes
Long Range Assault Craft	10	None	No
Main Drive	0	None	Yes
Maneuvering Thrusters	10	None	No
Mass Driver	15	Requires at least one *Cargo Space* module.	No
Minelayer	10	None	No
Minesweeper	10	None	No
Multiplex Targeting	10	None	No
Point Defense Screen	10	Requires an *Auxiliary Power Unit* or two *Reactors*.	No
Reactor	0	None	Yes
Reinforced Hull	25	None	No
Secondary Drive	10	Requires an *Auxiliary Power Unit* or two *Reactors*.	Yes
Shield Generator	15	Ship cannot have a *Cloaking Device* or *Stealth Systems.*	No
Space Marines	10	None	No
Stealth Systems	15	Cannot have a *Cloaking Device* or *Shield Generator* on the same ship.	No
Tractor Beam	10	None	Yes

11.6.2 Armor Plating
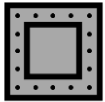
A ship with this equipment module improves the overall armor of the ship. As long as the ship is not *Compromised,* when attacked, and after subtracting intercepts, subtract one from the remaining hits before applying the results to the ships HP. This module is not affected by a *Critical Hit*; instead, re-roll for a different location.

11.6.3 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.

11.6.4 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.

11.6.5 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.

11.6.6 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 instead *Destroyed*.

11.6.7 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.

11.6.8 Cargo Space

Provides generic cargo space on a ship. The module holds an amount of cargo equal to the Hull Size of the ship. Cargo modules cannot be repaired.

11.6.9 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.

11.6.10 Cloaking Device

A ship with an active *Cloaking Field* cannot be attacked by enemy ships. Unfortunately, the *Cloaking Field* also interferes with the ships 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* modules.

11.6.11 Defense Network

This equipment module provides point defenses for the ship against enemy 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.

11.6.12 Electronic Countermeasures

This ship is considered to have *Heavy Cover* when defending against torpedo attacks. A ship with this module can also perform the *Hack Beacon* special action.

11.6.13 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.

11.6.14 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.

11.6.15 Hyperdrive

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

11.6.16 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.

11.6.17 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*.

11.6.18 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 any *Boarding Assaults* until it is repaired.

11.6.19 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.

11.6.20 Maneuvering Thrusters

Improves the maneuverability of the ship. 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. If the ship is at *Full Stop*, it can pivot up to 90 degrees.

11.6.21 Mass Driver

A ship fitted with a *Mass Driver* is suited for orbital bombardment. Using a series of high energy field coils, this equipment module launches small asteroids at a planet's surface. This attack ignores all planetary defenses, and inflicts 7 points of damage to the target. This module requires a *Cargo Space* module, which serves as storage for the asteroid projectiles. The *Mass Driver* can be fired a number of times equal to the ships' cargo capacity.

11.6.22 Minelayer

A ship with this equipment module can place a 6" diameter minefield during the *Deploy Minefields* step of terrain placement.

11.6.23 Minesweeper

A ship with this equipment module intercepts mine damage on a DEF roll result of 3/4/5/6. This ship protects one other ship that is in base contact.

11.6.24 Multiplex Targeting

A ship with this equipment module may elect to target multiple ships in the same firing arc. Divide the attack dice in the arc among any number of targets. The total number of dice rolled cannot exceed the number of die available for that arc.

11.6.25 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.

11.6.26 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.

11.6.27 Reinforced Hull

A ship with this equipment module has a reinforced structure, allowing it to be more resistant to damage during combat. This module adds two to the ship's Critical Rating (CR). This module is not affected by a *Critical Hit*.

11.6.28 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.

11.6.29 Shield Generator

A *Shield Generator* provides a ship with an energy barrier capable of stopping all attacks originating in one quadrant. The shield barrier prevents incoming direct weapons fire from the enemy, as well as all outbound attacks from the ship equipped with this module. *Torpedoes*, *Fighter Squadrons*, and *Boarding Attacks* are not blocked by shields due to their ability to manoeuvre around the ship.

When a squadron activates, and during the *Command & Control* segment, each ship with a working *Shield Generator* module selects one arc (Fore, Aft, Port, or Starboard) to protect. If the ship has multiple *Shield Generators*, each module must select different facing arcs. A ship may also elect to power down the *Shield Generator*, and no arc will be protected. Due to electronic interference, this cannot be installed on a ship that has a *Cloaking Device* or *Stealth Systems* equipment modules.

11.6.30 Space Marines

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

11.6.31 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.

11.6.32 Tractor Beam

As a special action, a ship with this equipment module may move a smaller stationary object to base contact. Compare the Hull Size statistic to determine larger/smaller size objects. The object moved must be within 12" of the ship with the Tractor Beam.

12.0   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 Battlefront

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

Developer's Note: These scenarios are still undergoing development to improve balance, objectives, and so on. If you have any feedback on improving these, please send us an email (pymapper@gmail.com) with your suggestions. Thanks!

12.1 Border Skirmish
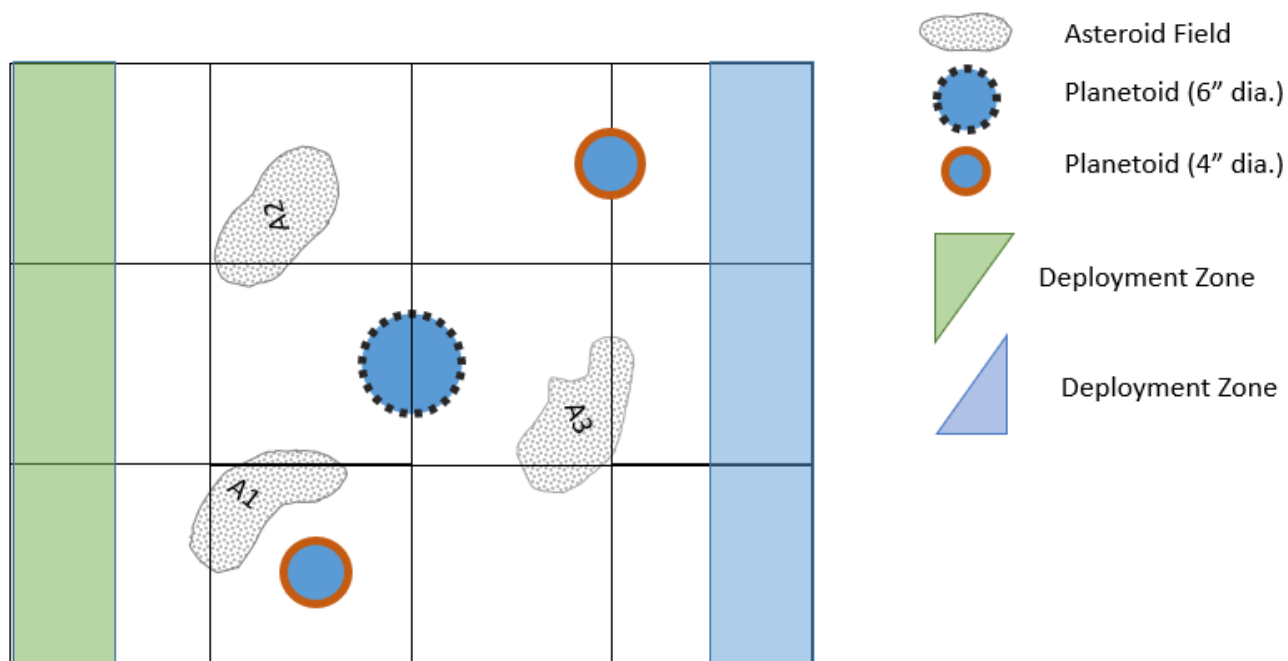
Briefing – Two fleets converge on a strategically important planet. Eliminate the opposing force, in preparation for a ground assault.

Special Rules - There are no special rules in this Scenario.
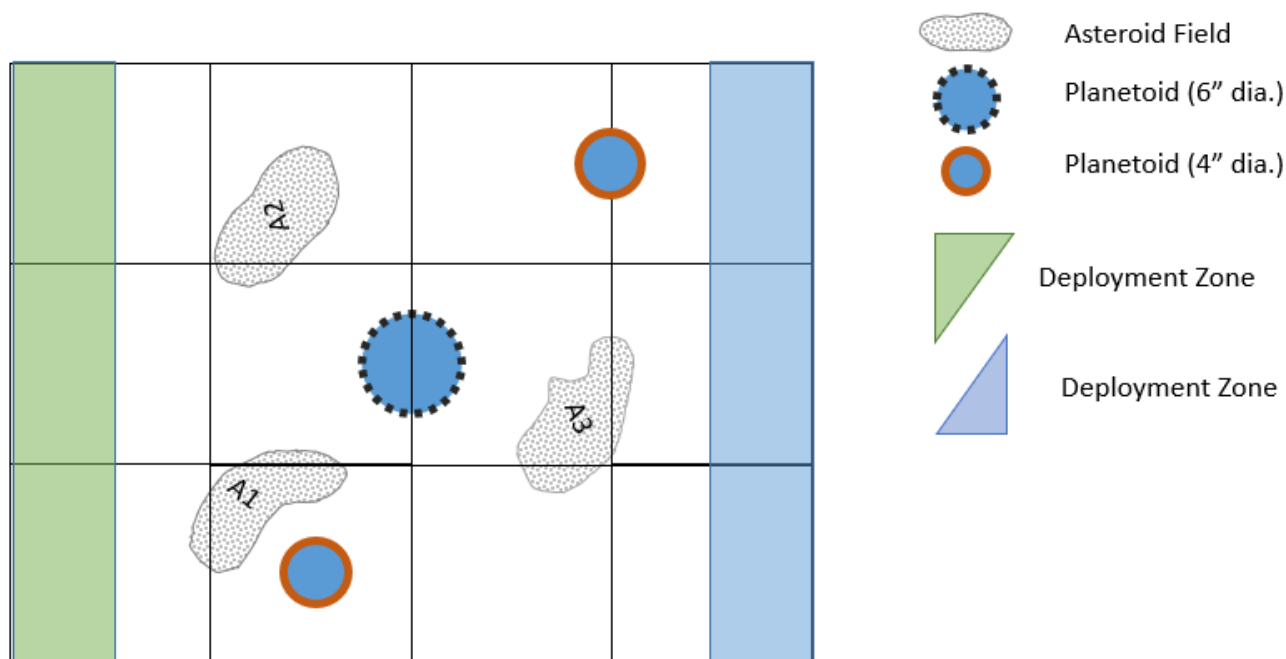
Terrain – Place one planetoid in the center of the play area, in addition to other terrain types. Place other terrain per the random placement rules, or as suggested above.

Deployment – Ship deployment is determined using the standard *Squadron Deployment* rules.

Game End – The Game ends after 6 rounds.

Victory Conditions – Each player scores points by destroying ships belonging to the opposition. The player with the highest point total at the end of the game is the victor.

12.2 Planetary Invasion

Briefing – Your fleet has been dispatched to establish a beachhead on the planet's northern hemisphere. Land the most troops to ensure victory.

Special Rules – Add the following to the available *Special Actions*:

    Land Troops: While in orbit, a ship with a *Cargo Space* equipment module marks one module as destroyed. The player then adds a number of ground troop divisions equal to the cargo capacity of that module to the forces on the planet.

Terrain – Place terrain per the random placement rules. One planetoid must be placed in the center of the play area, in addition to other terrain types.

Deployment – Ship deployment is determined using the standard *Squadron Deployment* rules.

Game End – The Game ends after 6 rounds.

Victory Conditions – At the end of round 6, the player that has landed the most troop divisions on the planet is the winner.

12.3 Support Ground Assault
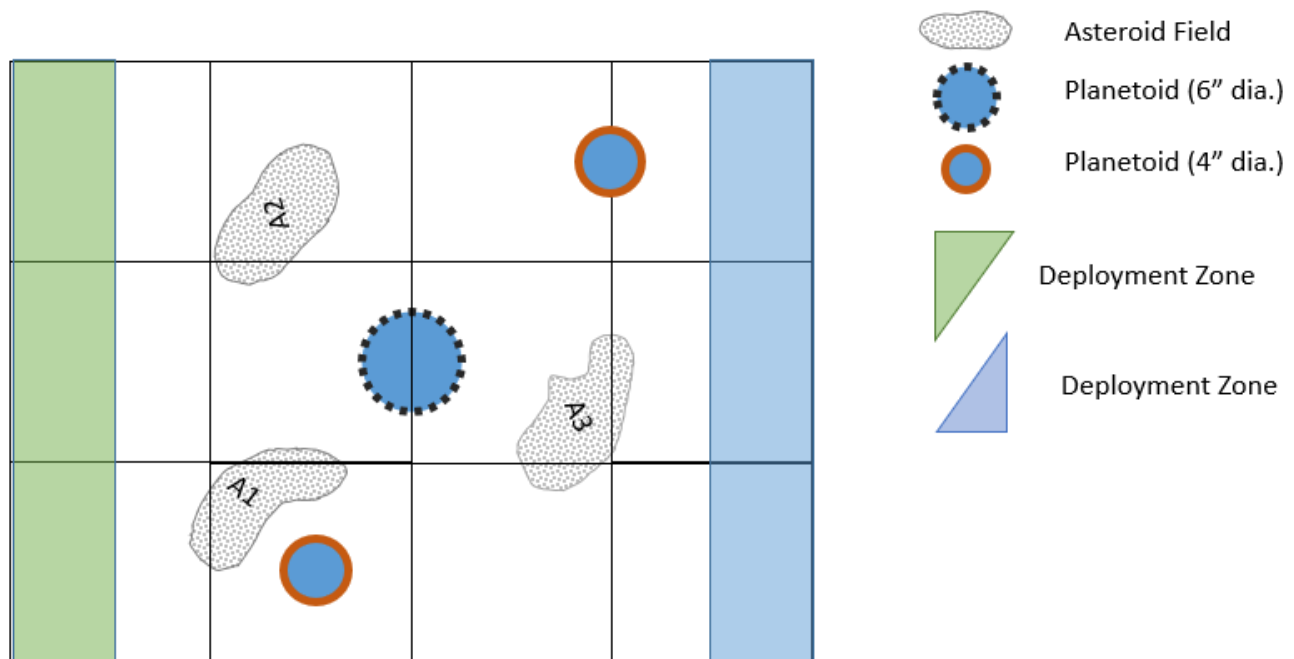
Briefing – The ground assault has stalled, and the Ground Commander is calling for reinforcements. High Command has directed your fleet to provide material reinforcements and orbital fire support.

Special Rules – Add the following to the available *Special Actions*:

Land Troops: While in orbit, a ship with a *Cargo Space* equipment module marks one module as destroyed. The player then adds a number of ground troop divisions equal to the cargo capacity of that module to the forces on the planet.

Orbital Bombardment: While in orbit, a ship with *Autocannon* or *Scatter* weapons mounted in a turret location may provide fire support to troops on the ground. To perform this *Special Action*, roll 1d20; on a result of 12+, the ship was successful in contacting ground troops. Reduce the enemy troop total by one on a successful attempt.

Both players start with 10 troop divisions on the planet. There is no maximum limit, and the number of troop divisions cannot go below zero.

Terrain – Place terrain per the random placement rules. One planetoid must be placed in the center of the play area, in addition to other terrain types.
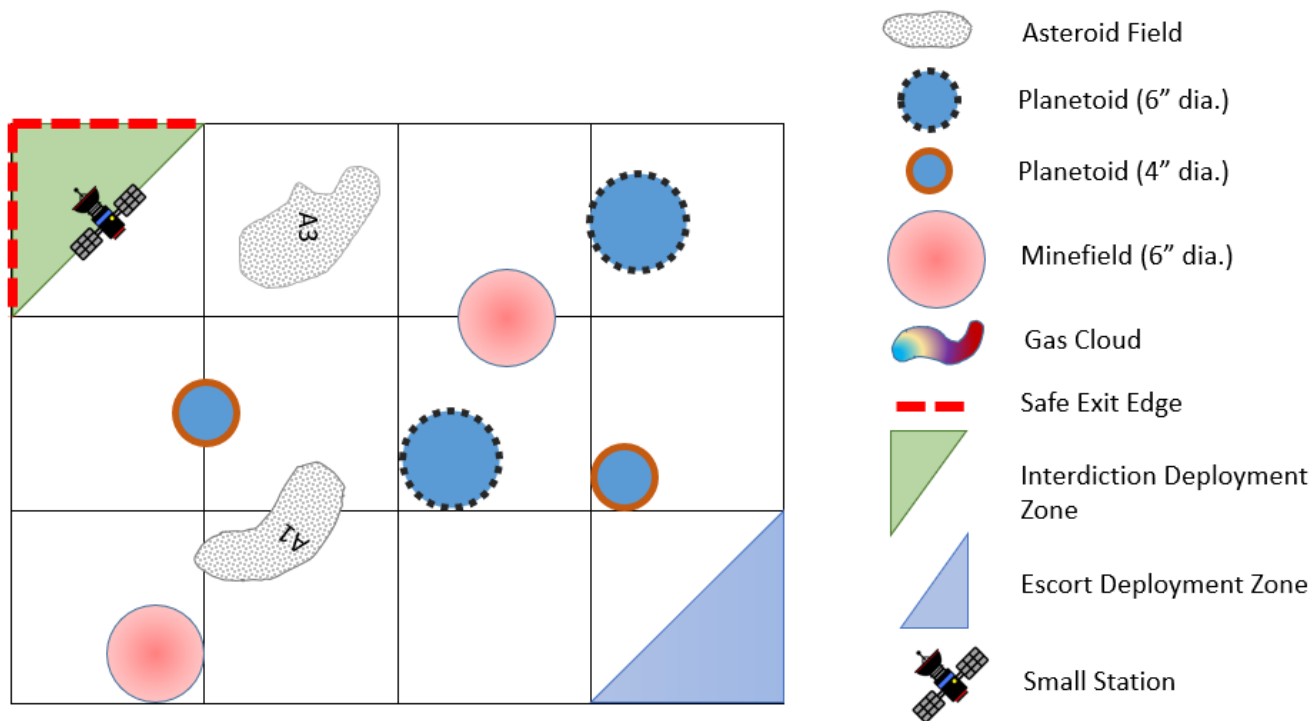
Deployment – Ship deployment is determined using the standard *Squadron Deployment* rules.

Game End – The Game ends after 6 rounds.

Victory Conditions – At the end of round 6, the player that has landed the most troop divisions on the planet is the winner.

12.4 Convoy Escort

Briefing – A convoy of essential war materiel is headed to one of our supply depots. The convoy must be escorted safely through a dangerous sector. One player will be responsible to *Escort* the freighters to safety, the other player will attempt to *Interdict* the supplies.

Special Rules – Add the following to the available *Special Actions*:

    Capture Civilian Ship: When a Boarding Assault is conducted against a civilian ship, it is possible that the ship may be captured during the attack. Before resolving a Boarding Assault attack against a civilian ship, the attacker declares whether the attack is to *Damage*, or to *Capture*. Then, roll attacking and defending dice as normal. If the attack is to *Damage*, determine any critical hit locations as normal. If the attack is to *Capture*, and the attack resulted in 3 or more critical hits, the ship has been captured. It is considered to be part of the squadron that captured it for determining disorder, activation, command, etc.

Terrain – Place terrain as shown in the provided figure.

Deployment – Ship deployment is determined using the standard *Squadron Deployment* rules. Ships can only be placed in the deployment zones shown. The escorting side must include one squadron of five large freighters as part of their fleet.

Game End – The game ends after 6 rounds.

Victory Conditions – The Escorting player wins if at least three freighters have exited off the game board at the indicated edges. The Interdicting player wins if this is not accomplished by the end of turn 6.

13.0   CHANGE LOGS

Version beta.17 (06.02.2020)

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.

Version 1.0 (Published 08.11.2020)

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, and clarified other *Boarding Assault* rules.
6. Adjusted ordnance effects for Biohazard (now does 2 **CP** damage) and Dark Matter (now does 2 HP damage).
7. *Cloaking Device* rules changed to eliminate duplication with other equipment options.
8. Clarified that *Polaron Rays* can only fire at *Optimal Range* (not out to 48" like other weapons).
9. Revised base statistics of ships (HP, CP, MV, cost, etc)
10. Updated rules on entry from *Hyperspace Reserve*.
11. Added rule for a ship reaching zero *Critical Rating* (CR = 0)
12. Equipment modules that require an APU also work if there is a second reactor on board.

Version 1.1 (Published 9.23.20)

1. Changed ordnance effect of *Beam* weapons to be easier to apply.
2. Added *Multiplex Targeting* to the available equipment.

3. Added some clarification to orbital movement.
4. Changed *Gravitational Slingshot* movement from 4 segments to 3 segments.
5. Changed deployment of *Fighter Squadrons* to allow for full deployment when a Carrier enters the board.

Version 1.2 (Published 2.1.21)

1. Clarified some rules for weapons.
2. Torpedo rules modified. Previously referred to as indirect weapons; all torpedo attacks are indirect, so this was changed to just say torpedo, eliminating an extra defined term.
3. *Biohazard Torpedo* added to Ordnance list.
4. Increased baseline speeds for all ship classes.
5. Revised and simplified rules for beacons. Hacking beacons is now a *Special Action* which is performed by ships equipped with an *Electronic Countermeasures* module. Only *Fighter Squadrons* may directly attack beacons.
6. The timing on making *Condition Checks* incorrectly referred to an earlier iteration of the rules. This section has been rewritten to match the current ruleset.
7. The *Armor Plating* equipment module has no protective effect once the ship is *Compromised*.
8. Changed ordnance effect for *Beam* weapons (again) to rolling two extra dice.
9. A ship that cannot make an *Emergency Hyperspace Jump* for any reason instead takes two *Disorder* markers instead of one.
10. Revised shield rules. *Shield Generators* now produce a protective shield in one arc instead of 'temporary HP' for the ship. The shield blocks all direct weapon attacks, inbound and outbound from the ship. *Torpedoes*, *Fighter Squadrons*, and *Boarding Attacks* are not blocked by shields due to their ability to manoeuvre around the ship. *Shield Projector* removed from equipment options.
11. Added *Disruptor* weapon type, which specifically targets shields, but does not otherwise damage ships.
12. Size of beacon target terrain changed down to 1" or less to emphasize their small size.
13. Dual column format and rule section numbering added.

Version 1.3 (Published 4.8.21)

1. Minor editing changes.
2. Scenarios added to document.
3. Terrain damage changed from random attack dice rolls, to simply random number of hits inflicted. DEF does not reduce this value. Previously, you had to roll to determine the number of dice, roll to attack, and roll DEF to determine hits.
4. Players roll 1d20 (instead of 2d6) when choosing player order. This is to reduce the number of possible tied results when using 2d6.
5. Added scenarios 12.1, 12.2, 12.3, 12.4 to main rules document.

Version 1.4 (Published 8.8.21)

1. Critical hits on locations without equipment or weapons (or if the location had been previously damaged) now skips to the next lower available critical hit location that has functioning equipment. (8.4.10.7)
2. Corrected combat examples to match current rules and stats. (8.4.11)
3. Added "Evasive Action" special action. (8.3.7)
4. Clarified that torpedoes can only be fired at targets inside of their optimal range. (11.5.16)

1. Ships with a *Shield Generator* equipment module may deploy to the board with the shields active. (5.2.5.2)
2. Clarified that the Antimatter ordnance effect affects all attacks in the next combat phase. (11.5.2)
3. Clarified rules for LOS, Range, and Cover. (8.4.1, 8.4.2)
4. Ships at *Full Stop* are not affected by the *Vulnerable Sector* rule. (8.4.4)
5. *Condition Checks* apply to both HP and CP losses, and happen once per attack (8.4.10.2)
6. Added terrain effects to compiled game tables.
7. Changed Minefield Terrain to inflict 2d6+6 HP, but ship may use DEF to reduce this. (3.4.5)
8. Updated description of ship data cards to match current output produced by the Fleet Builder software. (1.13)
9. Disruptor weapons now damage Shield Generators or Hyperdrive modules as an ordnance effect. They also damage ships on normal hits like other weapon systems. (11.5.8)
10. Renamed "Corrosive Gas Pocket" to "Corrosive Gas Nebula" (3.4.2)
11. Added descriptions for various marker tokens used in the game (Arc Shield (1.9), Disorder (1.10), Evasive Action (1.11))
12. Removed "Maneuverability Rating" from ships, now that terrain no longer has an "attack value" (this was removed in version 1.3).
13. Adjusted rules for minefields. Minefields will cause 2d6 damage, which can be reduced by DEF results of 5/6. Minesweeper equipment modules improve DEF to 3/4/5/6.
14. Adjusted ship DEF ratings up by one. (11.1)
15. Added Tractor Beam to the available equipment list. (11.6.32)
16. Ship sizes were given numerical values instead of large, medium, or small text descriptions. This was done to facilitate the new tractor beam rules. (11.1) Rules for Cargo equipment modules were also adjusted to reflect the new hull size statistic. (11.6.8)