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WHAT YOU WILL NEED

Welcome to a Quadrant that is in great turmoil, political stress, and galactic upheaval as 8 great superpowers are pitted against each other as they try to keep their civilisations alive during many conflicts. The game is played with flat two dimensional counters representing the various types of unit available to fleet commanders. In addition to these counters players are also required to have fleet rosters as well as an understanding of the rules, which is where this rulebook comes in.

In order to play you will need a suitable space to play a game, printed off fleet counters, (at least) two players with a desire to fight for their chosen race, as well as a few more essential items not given to you in the rulebook or faction books.

Dice: Ordinary six-sided dice. You'll need/want a lot of these preferably in two different colours to distinguish which dice rolls are yours and which are your enemies.

"Other" Dice: Exactly like the above six-sided dice except a plain or bland colour. These dice are usually used for keeping track of the number of hits during the tactical phase a ship might sustain after being fired upon. Not essential but very useful in the long run.

Measuring Instrument: A tape measure is usually the measuring instrument of choice for many tabletop gamers but sometimes a 30cm or 45cm ruler can be used for smaller games that do not have weapon ranges that exceed these values.

Pen, Paper, Mobile/Cell Phone: Sometimes you may wish to keep track, take photos, or log the game proceeding for a battle report, or if you do not want to print off the fleet rosters then you will be required to write down your fleet choices on some paper in order for your opponent to agree that you've stuck within the boundaries of the point limitation.

USING DICE

In Quadrant at War, as stated before, you'll be need lots of ordinary six-sided dice to resolve actions such as shooting weapons, resolving ship-to-ship combat, bringing in reinforcements, or rallying your fleeing units. These are usually referred to as 'D6' and if you need to roll more than one dice it is referred to '2D6' with a value between 2 and 12. The value before the D6 will generally go up depending on the number of dice required.

On some occasions, and with some abilities or weapons, the players are given the chance to reroll dice. Exactly how it sounds as the player can choose to pick up the dice and roll them again but the second outcome of that reroll must be accepted even if the values are worse than the first. No dice may be rerolled more than once.

CORE RULES

UNIT TYPES

Quadrant at War let's players fight with everything from tiny but extremely agile Escorts and Frigates to the terrifying Dreadnoughts and Battleships that dominate any battle zone or sector they are deployed to. From the smallest to the largest, every ships has a role within a fleet and complements each other in combat as those deadly Battleships can easily be overrun but waves of smaller frigates, boarded, and taken over.

The counters used to play Quadrant at War are referred to as units in the rules that follow. Each unit is an individual playing piece with its own capabilities. A unit may consist of a single counter or several counters placed close together, but in the rules both of these things are simply referred to as units.

Escorts & Frigates: these small agile and quick attack ships are usually represented in a squadron of 3 in the counter but grouped together to form a single unit. It is not uncommon to see multiple Frigate units in one grouping as, while they are quick, they are also fragile.

War Destroyers & Destroyers: these units, like the Frigates, are grouped together in squadrons of 2 in a single counter, but represent the next step in ship size and class. Also like the Frigates, the Destroyers can be seen grouped together to form a much larger unit consisting of several squadrons.

Light & Medium Cruisers: the cheaper alternative the Heavy versions, the cruiser is the mainstay, the backbone of the fleet, both supporting and spearheading enemy lines. Each race is inherently different in the way they use their cruisers but an all round ship none the less. Usually come in a single solitary unit but supported by multiple others.

Heavy & Battle Cruiser: these units are pinnacle of cruiser design and can usually stand alone against smaller classes of ship if command correctly. Usually fielded as singular units they have been seen to work in pairs or even triplets, forming a wolf-pack to hunt down enemy capitals.

Dreadnoughts & Fleet Carriers: the first of the larger ship classes and usually the deciding point of where to start a fleet from. While they can throw out vast amounts of firepower at the enemy they are a massive resource sink and a high priority target to enemy battlegroups that can get it into range. Singular in nature and very, very rarely seen in formation with another of the same type.

Battleships & Super Battleships: the largest of the large, these vessels demand both respect and fear as they can dominate the battlefield wherever they are deployed. Like the Dreadnoughts they are a massive resource sink and a sizable target for agile, quick wolf-packs.

Fighters & Shuttles: not represented in counter form as of yet as they are far too fragile to be of any use before they are eliminated at range. Represented as a weapon choice.

CORE RULES

Data Sheets

In Fleet/Battles/Campaign books you can find a set of data sheets for the various classes of starship used in Quadrant at War. The starship data sheets give you a set of characteristics for units which tell you how fast they are, how strong their shields are, cost, and various other attributes. For example here's the data for a Klingon frigate and a Klingon cruiser.

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Frigate	35cm	15cm	1	2+	F	1	
D7 Battlecruiser	20cm	30cm	4	5+	B	4	Cloaking
B10 Battleship K-Refit	10cm	45cm	8	6+	R1	7	

Class: The type of unit it is.

Speed: This is the distance in centimetres that unit can move each turn while still firing its weapons fairly effectively. It is possible for units to move faster than this if you wish but their shooting will be far less effective.

Range: The maximum range of the unit's weaponry in centimetres.

Firepower: This number represents how effective the unit is when it shoots. The higher the number the better. Some units are armed with special race-specific weaponry and these will usually be noted in the specials column.

Shields: This number shows how well protected the and/or difficult to damage the unit is. Basically the opponent has to roll this number or higher on a D6 to score a hit on the unit when he fires at it. The D7 Battlecruiser is the pinnacle of Klingon design and is tougher than that of a Frigate so the value of the Shield value represents this.

Grade: Used for creating Battlegroups, formations, and fleets for use within the game. The Grade represents the size, balance, and cost of the unit. Starting from Frigates of an F class all the way to Battleships that are represented by an R1 class. Unit sizes and capabilities are ranked from smallest to largest by the following: F>E>D>C>B>A>L>R3>R2>R1. More about the grading system is covered in the Quadrant At War section described late within the rulebook.

STS: This number represents how many effective the unit is when it engages in Ship-To-Ship combat. The higher the number means more attacks.

Special: This column will either be blank or it will have one or multiple words within it. Each of these words represents either a special weapon the ship has installed, a special type of equipment that leads to an ability that can be used during a game. The abilities will either be a constant effect or used as part of an action, like a special weapon.

CORE RULES

Battlegroups

In the battlefields of deep space, solar systems, and asteroid fields fleets gather in organised forces usually to face off against opposing forces, united to form a coherent fighting force. In Quadrant At War a body of units that fight together in the various battlefields are referred to as **Battlegroups**. They are called battlegroups because the units will have been grouped together to form a larger fleet like a Klingon House or Lyran Clan. Battlegroups are led by a Commanding unit which issues orders and coordinates the actions of the battlegroup with in the battle.

All units are organised into battlegroups in a Quadrant At War battle, even if the battlegroup only comprises of one or two units. Battlegroups will be made up of a core choice of unit such as specific type of Frigate or Cruiser, and some additional supporting specialist units. Fleet and Campaign books will display relevant lists for you to tailor a battlegroup to suit your playing style or enemy you are about to face.

Officers/Commanders

All Battlegroups have an Officer or Commander unit which must be the most senior/seasoned unit in the battlegroup, as shown on the counter with a star symbol. If an Officer or Commander unit is eliminated the entire battlegroup assigned under it will have to test their nerve in the midst of battle using the chosen race's command rating. This command rating can be found in any race fleet list usually within the first few pages.

Only units within 20cm-40cm, depending on chosen race, of their Officer or Commander at the start of a phase are 'in command' so they can move and/or shoot in that phase. So, for example, units that start more than 30cm from their commanding unit can not move in the Helm phase or ship-to-ship phase, or shoot in the Tactical phase. These phases are explained in more detail in the section on the turn sequence later, suffice to say that you resolve movement in the Helm phase, shooting in the Tactical phase, and so on.

Note that you check to see whether units are in command at the start of each phase (*e.g. a unit that was in 30cm of its Officer in the Helm phase could move but if it was no longer within 30cm of the Officer in the Tactical phase it could not shoot, and could not engage in ship-to-ship combat later*).

Unit do not always need to be 'in command' to carry out any of the following actions; Danger Close, fight or lend support in a ship-to-ship engagement, or using special abilities such as Cloaking or Scout, additionally certain weapons can be freely fired without having to be 'in command'.

CORE RULES

Sequence of Play

A Quadrant At War battle is fought over a number of **turns**. How many turns a game lasts is determined by the players themselves or the scenario they are playing.

Each turn in Quadrant At War is split into four phases. Both sides move their units in the Helm phase, fire their weapons in the Tactical phase, and so on. An action may only be performed in the appropriate phase, for example, you can't move in the tactical phase where shooting takes place. Note that both players carry out actions in each phase, so both move in the Helm phase, shoot in the Tactical phase, and so on.

Quadrant At War uses the following sequence of play:

SEQUENCE OF PLAY	
1. THE HELM PHASE	
1. Declare special actions (<i>Command Sub-Phase</i>)	
2. Determine initiative (<i>Command Sub-Phase</i>)	
3. First Player movement	
4. Second Player movement	
2. THE TACTICAL PHASE	
1. Determine initiative	
2. Use Firepower and/or Special weapons	
4. Use Missile and Fighter weapons	
3. SHIP-TO-SHIP PHASE	
1. Determine initiative	
2. Resolve first player's STS moves, combat, and support.	
3. Resolve second player's STS moves, combat, and support.	
4. THE ENGINEERING PHASE	
1. Rally broken battlegroups, Move Officer units.	
2. Roll to repair large units and hero units	
3. Check scenario victory conditions	

CORE RULES

The Command Sub-Phase

This is a phase that has less to it than other phases so it is combined with the Helm Phase to speed up the gaming process, that in turn allows more game play to be had. During this phase there are two steps taken; Special Actions and Initiative.

Special Actions are actions that can only be performed during this specific sub-phase and only this time. These types of action will be specified and explained in an ability of how and when to use it. A special action that can happen during this time is the Romulan's Cloaking Device action, it's details specified in the rules like so:

> *Cloaking Device: In the Command Phase you may redeploy the following size classes within the below distances but all Firepower and STS attacks are reduced to a value of 1:*

- > *Escort/Frigate/Destroyer = 20cm*
- > *Light/Heavy/Battle Cruiser = 40cm*
- > *Carrier/Dreadnought/Battleship = 30cm*

Other actions can include bringing on reinforcements should you hold any battle groups, formations, or objective-based units to be used later. One main and universal special unit ability is the **Scout** ability. Before Initiative rolls are declared, any units with the **Scout** ability may move their full movement distance even if this means taking them out of Command range. This can give significant advantages in game and this applies to every turn until the Scout unit is destroyed.

Rolling Initiatives, Determining First Player

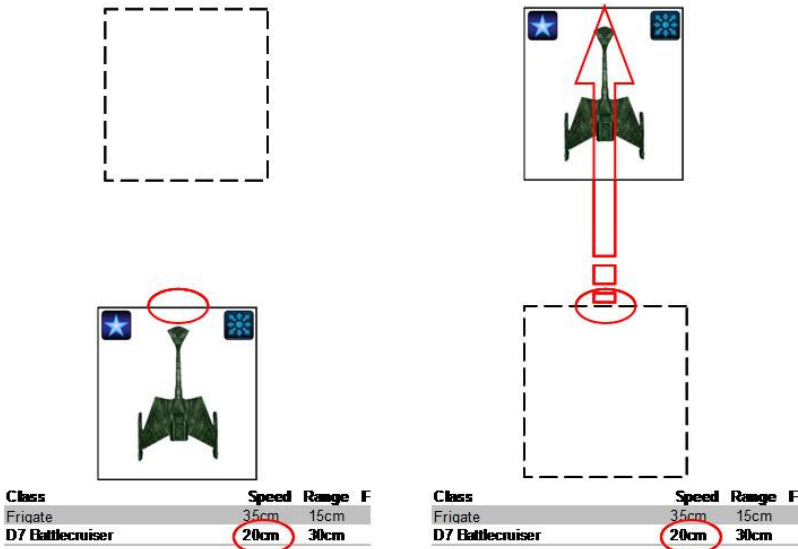
After Scout moves and special actions are taken both players then roll a D6 and add their Strategy Rating to their outcome to determine who is first player that turn. Each faction has a different Strategy Rating that reflects their Officers and Commanders level of training and expertise. The ratings below are expanded for each race in their relative Faction rule page/books.

Race	Strategy Rating
United Federation of Planet / Starfleet	4
The Klingon Empire	5
The Romulan Star Empire	4
Interstellar Concordium	6
The Gorn Confederation	3
The Hydran Kingdoms	2
The Lyran Star Empire	3
The Mirak Star League	2

CORE RULES

The Helm Phase

Once a first and second player have been determined by their combined D6 rolls and Strategy Rating (with any modifiers that may be used in addition, or subtraction) it is time to move those battlegroups and formations of starships. Making sure the unit within command range using a tape measure and if it is then continue as normal. If it is not then unit must move it's full distance back toward the nearest Officer unit. When moving a ship measure from the front of the counter, use the ship profile to determine how far it can move, and then move that distance, making sure the front of counter stops at the maximum distance. You can choose to move less than the maximum or not move at all, the choice is all yours.

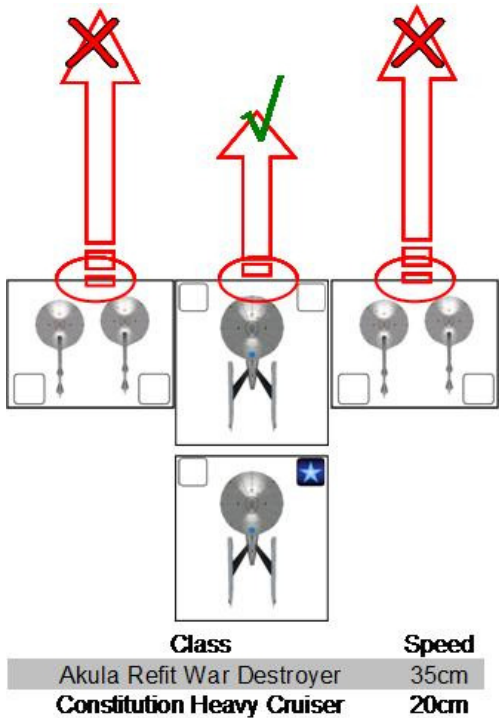


The simple diagram here basically demonstrates what has just been explained.

Battle Group Formation

A core mechanic of the game is to build fleets based on specific fleet types consisting of multiple classes of ships. Moving in to the correct position to unleash a volley of phaser or disruptor fire and getting within Ship-To-Ship range to board or blow up the enemy.

In the diagram to the right shows a mixed battle group with a Heavy Cruiser and two War Destroyers. As a group the Akulas are faster than the Constitution however in order to stay in a formation the faster ships can only move as fast as the slowest ships in the group. Depending on the command range of the Officer they can move anywhere within that range.



CORE RULES

The Helm Phase

After the first player has moved all or none of their battle groups or single units then the second player may move their battle groups and single units. Please note that Officer ships can not move during this phase, they are moved during the Engineering Phase so ship might be moved Out of Command by mistake.

Special Moves

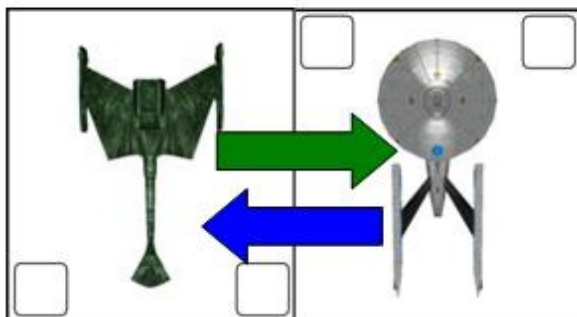
Certain units can have a special ability that alters the way they move within the Helm Phase. Two universal examples of this, used by most races, are Assault and Scout.

Assault: When a unit, even a battlegroup, are within Ship-To-Ship range it is called Danger Close (*covered next*) meaning the units are close enough to either engage in STS or ranged combat. The Assault ability move order can be used instead of moving normally. The player can decide to redeploy their unit/battlegroup directly to Ship-To-Ship combat or to anywhere within their maximum Range.

Scout: Any unit with this ability is assumed to always be in Command even if they double, triple, if not quadruple the command distance away from any Officer unit. Units with the Scout ability however are usually stripped down variations of the same starship class built for speed than attacking.

Danger Close

This is a pre-emptive Ship-to-Ship-type phase that allows ships that are already engaged in STS from the previous turn, or units that used Assault abilities during the Helm Phase, to fight quickly. During this sub-phase units use their Firepower attack instead of their STS to engage enemies next to them, in addition special weapons can be used also during this phase with the possibility of damaging your own vessels. Players roll their dice simultaneously declaring what type of attack they plan on using. In



this example the Klingon D7 Battlecruiser could use Disrupters that reduce enemy shield ratings by one however Starfleet's race ability Advanced Shielding ignores this so he instead just uses normal attacks. The Constitution class uses it's Photon Torpedo attack at the closest range that is 10cm meaning he only needs a 2+ to hit and it uses the Firepower value.

Both ships score multiple hits destroying the opposing ships however they also scores 1s. Any roll of a 1 will result in that chosen attack type damaging you back. If there are multiple ships in the battlegroup they would suffer the damage.

CORE RULES

The Tactical Phase

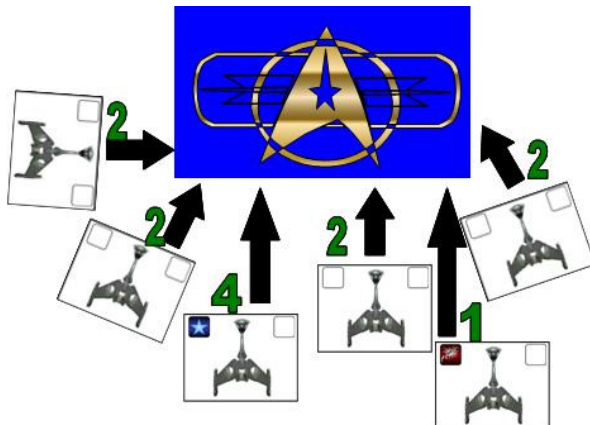
The Tactical Phase is split into two parts. In the first part Firepower & special weapons are used, in the second phase Missiles & Fighters are used. The initiative is determined separately for each part of the tactical phase. In each part players alternate shooting battlegroups or units starting with the player with the initiative (*the first player shoots with a battlegroup, the opposing player shoots with a battlegroup, and so on*). A player can always opt to pass on an opportunity to shoot, waiting until later in the shooting phase.

When a player picks one of his battlegroups to fire he also picks an enemy battlegroup as its target. Firing is resolved by adding up the Firepower values of units from the battlegroup and then rolling a number of dice based on this total it can bring to bear against the targeted enemies. Any dice rolled that are equal or beat the Shield values of the units within the target battlegroup. Let's go through this procedure step-by-step.

SHOOTING PROCEDURE

1. Add up Firepower
2. Find the lowest Shield value in the target battlegroup
3. Roll the attack dice
4. Discard unsuccessful attack dice
5. Attacker allocates hit dice to units within enemy battlegroup
6. Remove destroyed units

1. **Add up Firepower:** Measure the range from the units in your chosen battlegroup to the target battlegroup using a tape measure or ruler. Add up the Firepower values of attacking units that are in range of at least one enemy target.



This battlegroup fires upon the Federation battlegroup. All are within range. The D5 War Cruisers are in range (*2 Firepower each*). The lone D5 Commando War Cruiser is in range (*1 Firepower*). Lastly the D5K New Heavy Command Cruiser is within range (*4 Firepower*).

This totals up as $2+2+2+2+4+1=13$ Firepower. Each one only doing a 1 point of damage per Firepower value.

CORE RULES

The Tactical Phase

2. Find the lowest Shield value in the target battlegroup:

Next find out the lowest shield value in the target battlegroup so that you know what you need to roll to hit. As an example a Federation Patrol battlegroup contains several Saladin War Destroyers (Shields 3+), Azov Drone Cruiser (Shields 4+), and a Saratoga Command Cruiser (Shields 5+), so any dice you roll that score a 3 or more will score a hit. Remember that some abilities, even weapons will add or negate a shield rating to be aware of this when rolling.

3. Roll the Attack Dice: Roll the total number of Firepower dice from units that are in range using the lowest shield value. You may wish to pause for a moment and make sure the other player is looking fearfully at the handful of dice you are about to roll, then roll the dice.

4. Discard the Unsuccessful Attack Dice: Remove any attack dice that did not score equal or better than the lowest shield value. The remaining dice are classed as hits.

5. Attacker allocates hit dice to units within enemy battlegroup: Finally you allocate hits against units from the target battlegroup. Allocate one die at a time until you get the hang of it. Dice are usually allocated to the nearest units then the second closest, and so on, skipping targets that the dice can not affect. Once all units in the target battlegroup have taken a hit you repeat the above process until all dice are used.

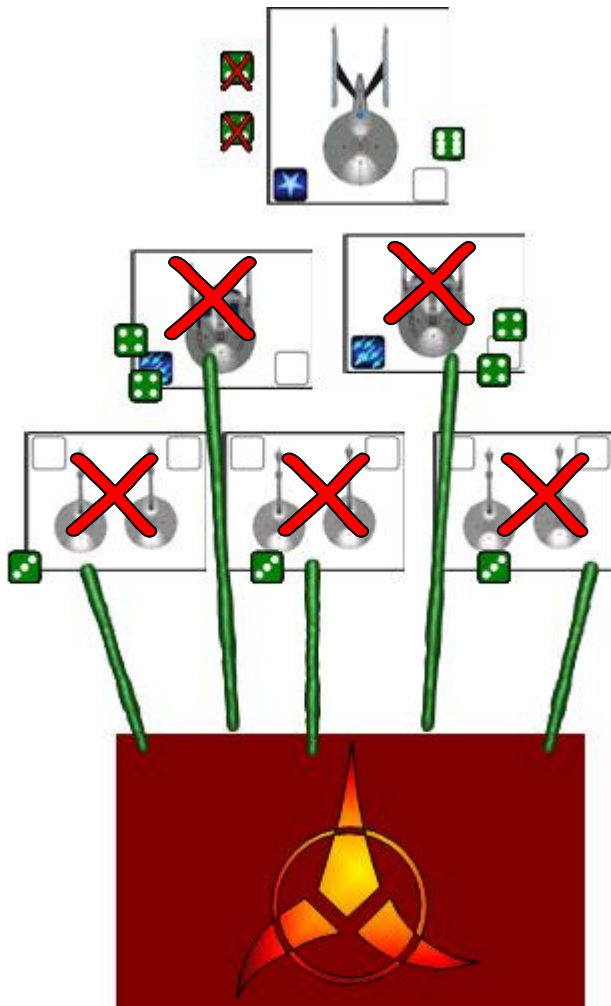
NOTE: Units within this game have various Hit Point depending on their Grade. You have to allocate enough successes to that unit in order to destroy it. While this is covered later here is a table showing the Hit Points of each Grade of ship.

UNIT/SHIP GRADE								
F	E	D	C	B	A	R3	R2	R1
1	1	2	2	3	3	4	4	5
UNIT/SHIP HIT POINTS								

On the page is a diagram showing the continuation of the Klingon D5 war Cruisers against the Federation Patrol battlegroup. The Saladin War Destroyers are Grade E (1 Hit Point), the Azov Drone Cruiser are Grade D (2 Hit Points), and the Saratoga Command Cruiser is a Grade B (3 Hit Points). The attacking player decides to allocate the units accordingly as he rolled 13 Firepower dice scoring 1, 1, 2, 3, 3, 3, 4, 4, 4, 4, 4, 4, and 6. The two 1s and the single 2 are ignored as they did not beat the Shield value of 3+. The first 3s were allocated to the Saladin War Destroyers resulting in their inevitable destruction. Two 4s were allocated to the Azov Cruisers, and the only 6 allocated to the Saratoga. Repeating the process the attacker has already knowingly destroyed the Saladin Destroyers and thus allocated two 4s to the Azov Cruiser destroying them in turn.

CORE RULES

The Tactical Phase



However the last two 4s on the roll can only be allocated to the Saratoga Command Cruiser but they are not enough to bypass the Shield value of it so they are discarded, in game wise the projectiles hit but the shielding soaked up the damage.

Normal attacking this way can have devastating consequences to enemy forces, even with a basic Firepower attack as you can see from this example.

6. Remove destroyed units: After the attack dice have been allocated and if the number of hits equal or beat the number of hit points a unit has it is instantly removed from the battle field. Normally the Saladin and Azov units would be removed however Federation units have a special ability that allows them to potentially repair themselves during the Engineering Phase. So in this case a counter would be used to show they are out of action for the moment.

So with this procedure in mind the Starfleet player would then choose a battlegroup of their choosing and attempt to inflict the same destruction as the Klingons did to them.

Special Weapon Attacks

Special weapons are associated and described within this rulebook but are also repeated within a chosen race's Fleet Registry Book. Special weapons allow an improved way of attacking the enemy so as it is the Federation players turn then they can opt to use their Photon Torpedo attack.

> **Photon Torpedo:** 3 Damage, uses Firepower dice. Hits on 5+ at 40cm, 4+ at 30cm, 3+ at 20cm, 2+ at 10cm.

This weapon inflicts more damage per Firepower die that hits successfully that will in turn destroy more enemy units in the process. The difference between using the Torpedo during the Tactical Phase than in Danger Close is that a roll of 1 does not reflect damage back on to the attacking unit. Most weapons are pretty self explanatory and follow the above procedure.

CORE RULES

The Tactical Phase

The second half to the Tactical phase is the use of Missile and Carrier based weapons often deployed alongside or within mixed battlegroups. Missiles and Carrier based weapons use exactly the same rules as if you were firing normally with Firepower except several key differences, namely these attacks can be intercepted meaning they do not take effect, as well as a higher Range.

Missiles

All Missile weapons have unlimited range and can be fired at any target in the battle space following normal rules. Number of attack dice are equal to the ship's Firepower value. However there are negative and benefits of firing them at different ranges;

- ⇒ 10cm Range: -2 to enemy Shield value, can not be intercepted.
- ⇒ 20cm Range: -1 to enemy Shield value, missiles can be intercepted on a 6.
- ⇒ 30cm Range: Missiles can be intercepted on a 5+.
- ⇒ 40cm Range: Missiles can be intercepted on a 4+.
- ⇒ 50cm Range: Missiles can be intercepted on a 3+.
- ⇒ 60cm+ Range: Missiles can be intercepted on a 2+.

Enemy vessels may use their STS value dice to Intercept the missiles being fired at them rolling the values above to destroy a missile attack die. Different Missile types do different damage and will look like this in Notes; Missile(3), Missile(6), etc.

Carriers & Fighters

All Carriers have Fighters that have unlimited range and can be launched at any target in the battle space following normal rules. Number of attack dice are equal to the ship's STS value. However there are negative and benefits of firing them at different ranges;

- ⇒ 10cm Range: -2 to enemy Shield value, can't be intercepted.
- ⇒ 20cm Range: -1 to enemy Shield value, Fighters can be intercepted on a 6.
- ⇒ 30cm Range: Fighters can be intercepted on a 5+.
- ⇒ 40cm Range: Fighters can be intercepted on a 4+.
- ⇒ 50cm Range: Fighters can be intercepted on a 3+.
- ⇒ 60cm+ Range: Fighters can be intercepted on a 2+.

Enemy vessels must use their STS value dice to Intercept the Fighters being fired at them rolling the values above to destroy a fighter attack die. If it has no STS then it can not intercept. Fighters will inflict damage equal to the number of attack dice that successfully hit the enemy counter and are not intercepted.

CORE RULES

The Ship-To-Ship Phase

In this phase battlegroups and units get up close and personal to other enemy battlegroups and units. Determining who goes first in the STS phase depends only on their chosen race's Strategy Rating other than having to roll first. In the situation where two players have the same rating then a roll is required, the highest becoming the first player.

Getting Close

If the unit or battlegroup has not shot during the Tactical Phase then it may make a second full move toward an enemy so the counters are touching, or are within 5cm of the target enemy unit. There is a maximum of 4 of your units that can attack the same single enemy unit at the same time. You can distribute the various units to similar targets of opportunity. If it did shoot during the Tactical Phase then it can no make the second full move but can support an STS engagement should they be within 15cm.

Other STS Moves

Some units and races may have an ability that allows said unit to immediately enter range of STS even if it means contradicting said rules above. Some ships within the race fleet listing are made for fighting within STS ranges such as Commando and Boarding vessels. Boarding, Dogfight, and to the latter extent of the Raider ability most commonly seen on Romulan ships.

Boarding: This is an alternative type of STS attack that uses the STS value but does not require the ship to move next to the targeted unit. The range is still 15cm but the ability comes with a value within the ability itself. Boarding(1) for example means that each STS attack that hits scores 1 point of hull damage. The higher the Boarding value the more damage each attack does.

Dogfight: If the unit or battlegroup in some cases, did not fire during the Tactical Phase, it may immediately move in contact with an enemy target unit on any side, as long as it is within its maximum unit Range. Units with the Dogfight ability tend to focus on agility than firepower so keep that in mind.

Raider: Any unit with the Raider ability can shoot in the Tactical Phase and still retain the second move action to get close to an enemy unit or battlegroup for the STS phase. In addition should the Raider unit be attacked first it can make a Command roll to move out of range of the STS attack. The unit must be within Command, as well as the roll that is needed is a 5 or 6 on a D6. If this roll fails then the STS attack goes ahead.

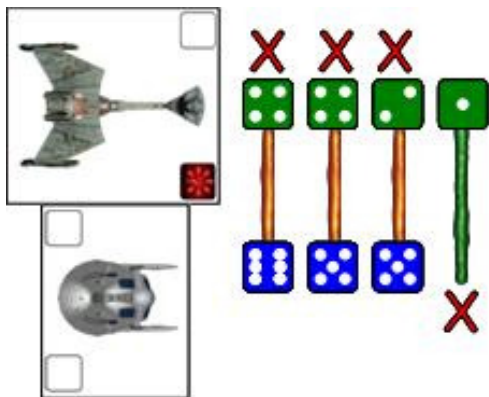
CORE RULES

Fighting Ship-To-Ship

Ship-to-Ship are fought when there are opposing battlegroups in base-to-base contact after a player has made all of their appropriate movements. If a battlegroup has any units in base contact with an enemy battlegroup a STS must be resolved between the two battlegroups. Ship-to-Ship is resolved by both players rolling all the dice their STS value say. For example a Klingon D7 has an STS of 4, where as a Starfleet Miranda has an STS of 3.

Similar to games like Risk, players line up their D6 outcomes, matching those highest for them to their opponent's. Whoever initiated the STS fight always wins in a tie unless their race or fleet specific special rules say otherwise. For every successful hit, *the highest number beating a lower*, will score 1 point of damage against that ship. For smaller ships usually they will only have one or two STS dice to roll so a single hit is usually enough to destroy said unit. However larger ships require exactly or larger amounts of hits for them to be destroyed.

However should the number of hits total less than the number of hit points an enemy ship has then the attack, while effective, has failed to totally destroy the ship. In story terms; *"the short range phasers were enough to lower the shields long enough to allow hits along the hull but failed to score any critical hits."*



Sticking with the D7 and Miranda, in this scenario the aggressive D7 goes in for what should be an easy kill however as they roll their STS dice the Miranda seems to hold victory. Matching the dice, highest-to-highest, the Miranda wins 3 out of 4, as I only has 3 STS, where as the D7 has 4.

The D7 unfortunately has enough hits against it for it to be destroyed, removing it from the game.

For each ship within a battlegroup that has made it into an STS attack will follow this procedure until all have been rolled for, winners determined, and losers removed from the battlefield. The benefits engaging in Ship-To-Ship other than fighting from range during the Tactical phase enables the smaller classes of ship to essentially *gang-up/swarm* against far superior types of starship.

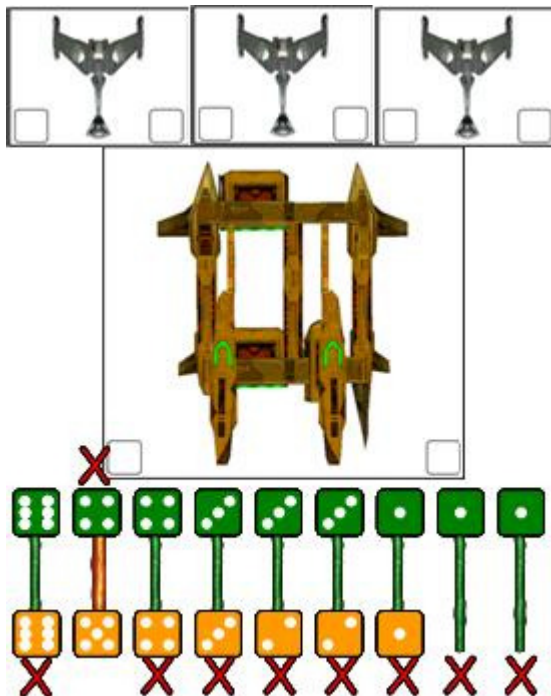
When this happens it will become a Multiple STS event with two or more starships connected and fighting each other extremely closely, practically recreating 19th Century broadsides.

CORE RULES

Multiple Ship-To-Ship Events

As mentioned earlier the benefits fighting in the STS phase allows smaller ships to potentially destroy superior ships that it normally would not be able to, even combining an entire battlegroups' firepower together. The 'R' classes of starships in particular fall into this category as they have far more hit points and better shielding than most squadrons of Heavy Cruisers can deal out in firepower damage.

This is by no means a design flaw but more of a tactical challenge where a squadron of Heavy Cruisers, or an entire group of Destroyers or smaller come into their own. While the large ships may look terrifying to attack they can be overwhelmed by more ships at close range. Here is an example;



The squadrons of Klingon D5 light cruisers find a Lyran Cave Lion Battleship all alone and decide the best way to deal with is through STS combat.

After following the normal procedures all 3 are in range and move into base-to-base contact, which in turn initialises their STS combat after all other moves during this phase have been done.

Instead of treating each D5 as an individual combat ALL D5 STS dice (*green*) are rolled at the same time as the Cave Lion (*yellow*) does the same. After the above lining up has been done the D5 cruisers have managed to score enough hits to destroy the ship outright while the Cave Lion only managed to score a single hit. As you can see there were 4 ties within the combat but as the Klingons initiated the combat they win all the tie breaker. If the Cave Lion had initiated combat it would have won 5 outcomes out of the 9 meaning it was the winner and in turn 2 D5 cruiser would have been destroyed leaving one to flee.

Supporting Fire

If there any ship or unit is within range of the STS combat that did not move during that phase, then it may lend an additional 1D6 (*per unit*) to the combat but this must be declared, as it then becomes part of the combat itself. Any left over winning D6 that have destroyed a ship or squadron are applied to any ship that offered supporting fire. It is up to the commander to determine if it worth it or not.

CORE RULES

The Engineering Phase

As the casualties mount up, even after the events of a single first turn, the players will then enter the Engineering Phase where they rally, use special abilities, even have the chance to bring destroyed units back from the brink.

Officers & Fleet Actions

During the Engineering phase, *and only during this phase*, can the Officer/Commander/Admiral units, *those that command*, move closer toward the enemy or their own battlegroups. This is to represent their strategic value on the battlefield as they command the fleet from a distance. An Officer move can move toward ships that seem to be out of command or to those who are fleeing the enemy. By the next turn, and if they are in range, they should automatically rally and be in command ready to get back into the fight.

Fleet Actions are abilities that certain units, races, or fleets may have that can only be enacted during this phase. While in the base game there are little to none of these actions as of yet, in the future anything with the Fleet Action prefix before the action itself.

Rallying

If there are ships that are Out of Command range then they make one additional, but also optional, move toward the nearest Officer unit within their battlegroup or, if their race allows it, toward any nearby friendly Officer unit. This is called Rallying. The only negative to this extra movement is that during the Helm phase that or those ships can not move as normal and must wait until the following turn.

Objective Checks

More often than not battles do not just happen because of nothing, usually something has brought these two vast fleets together to oppose one and other. During these battles there will be a set number of objectives for each commander to try and secure for their fleet to be successful other than obliterating the enemy forces of course. During the Engineering Phase each player checks the Victory Conditions for that battle and sees if they have reached said condition or not even close.

Scenarios and Missions are covered in both of the Fleet Books that the eight races are split up into. A basic Objective in any game is to destroy an enemy's Officer unit. This will give that player 1 Objective toward this phase's total, perhaps even tipping the balance. Any unit that is 'nominated' as an officer does not count as an claimed Objective.

SPECIAL RULES

Specialist Weapons

While most weapons use either a base damage of 1 to score damage from their Firepower or STS values there are special weapons that can inflict far more damage based on their special rules. This section will cover these types of weapons, their counter icons, and basic information.

Missiles



All details on Page 14 are there to read and they remain unchanged in this section. All Missile weapons have unlimited range and can be fired at any target in the battle space following normal rules. Number of attack dice are equal to the ship's Firepower value.

Carrier (Fighters)



All details on Page 14 are there to read and they remain unchanged in this section. All Carriers have Fighters that have unlimited range and can be launched at any target in the battle space following normal rules. Number of attack dice are equal to the ship's STS value.

Boarding

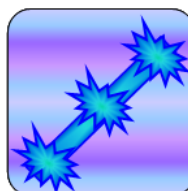


This is an alternative type of STS attack that uses the STS value but does not require the ship to move next to the targeted unit. The range is still 15cm but the ability comes with a value within the ability itself. Boarding(1) for example means that each STS attack that hits scores 1 point of hull damage. The higher the Boarding value the more damage each attack does.

Disruptors

50% of a unit's maximum range and deals 1 damage per hit, however enemy shield value is at a -1. There is no icon for this weapon as it is standard for all Klingon starships.

Hellbore



Not standard for all Hydran vessels but some of the larger, sturdier starships can handle this mighty weapon. The Hellbore can only be used during the Tactical phase instead using any Firepower dice. It uses multiple D6, the first is rolled as normal, equal or above the target's shield. This does 1 damage, you then roll a 2nd D6 rolling the shield again, if successful deals 2 damage, and so on and so forth until the attacks fail to hit the Shield value. 1st Roll=1 Damage > 2nd Roll=2 Damage > 3rd Roll=3 Damage, etc. However this weapon can ONLY damage a single unit.

SPECIAL RULES

Expanding Sphere Generator

An area-of-effect weapon that causes more damage depending on both range and value. Measure from the edges of the unit all around, and then roll the value for each enemy unit within the range. Attacks like a normal Firepower weapon in all other regards. No special icon for this as it is fitted with all Lyrans ships.

- ⇒ 10cm = 2 damage and 2 dice per enemy unit
- ⇒ 20cm = 2 damage and 3 dice per enemy unit
- ⇒ 30cm = 3 damage and 3 dice per enemy unit

Plasma Torpedo (Normal)

Uses Firepower attack dice but is restricted to 25cm Range no matter the ship size. The damage is based on ship size. No icon needed as it is standard for all Romulan and Gorn ships.

- ⇒ Escort/Frigate/Destroyer = 2 damage
- ⇒ Light/Heavy/Battle Cruiser = 4 damage
- ⇒ Carrier/Dreadnought/Battleship = 6 damage

Plasma Torpedo (Type-R)

The most devastating types of Torpedo to exist or be fitted to a starship. Uses Firepower or STS attack dice depending on the range. Damage afflicted below is per 1 successful attack.

- ⇒ STS = 5 damage & 2 damage to own ship!
- ⇒ 05cm = 15cm = 7 damage
- ⇒ 16cm = 30cm = 5 damage
- ⇒ 31cm = 60cm = 3 damage

Plasmatic Pulsar Device

An alternative attack for the Tactical phase. Replaces, but uses, Firepower attack values. No icon needed as it is standard for all ISC ships.

- ⇒ 05cm - 15cm = 1 damage
- ⇒ 16cm - 30cm = 5 damage
- ⇒ 31cm - 60cm = 3 damage

Fusion Cannon

Can be used instead of normal Firepower attacks but it is at 50% of unit's maximum range and inflicts 3 damage per hit. No icon needed as it is standard for all Hydran ships.

SPECIAL RULES

Special Abilities

While most weapons use either a base damage of 1 to score damage from their Firepower or STS values there are special weapons that can inflict far more damage based on their special rules. This section will cover these types of weapons, their counter icons, and basic information.

Armoured



Only a few units within the game, at the present moment in time, have this ability. A unit with this ability reduces ALL damage received during any STS attack, as long as it is not Boarding attacks, can only deal 1 point of damage per hit.

Dogfight



If the unit or battlegroup in some cases, did not fire during the Tactical Phase, it may immediately move in contact with an enemy target unit on any side, as long as it is within its maximum unit Range.

officer



As described on Page 6 the Officer is the head of a battlegroup and a command range that keeps all under its control in Command allowing them to be ordered around. If an Officer is destroyed it is classed as 1 Objective claimed by you or the enemy.

Scout



Any unit with this ability is assumed to always be in Command even if they double, triple, if not quadruple the command distance away from any Officer unit. Units with the Scout ability however are usually stripped down variations of the same starship class built for speed than attacking.

Strike Commander



A fleet and all battlegroups within that fleet that has one or two Strike Commanders present gains the ability that all ships are classed as 'In Command' at all times, even if all Officer vessels are destroyed or are not on the battlefield. Also Strike Commanders are used like normal units but also gains the extra move during the Engineering phase.

A QUADRANT AT WAR

Choosing a Fleet

The first decision a Quadrant At War commander faces is “which Race should I select?” The best course of action is to go with any gut instinct you might have. Find a fleet that you find visually appealing, for a start. After all you will have to print off multiple battlegroups, learn their tactics, and play multiple games with them, so a fleet you find appealing from the offset makes it easier. So far in the rule-book you have seen only a select few units from both the Klingons and Federation fleets, if you find these appealing then perhaps look into these two races.

There are 8 races in the game, each with their own strengths and weaknesses, some with unique classes of ship that other races do not have.

The United Federation of Planets / Starfleet



An easier starting race/fleet to choose from as their ships can fire from most angles unlike other races. They have a high Strategy rating to begin with, as well as a good selection of all types of ship types. Their Photon Torpedoes are good at all ranges making it a perfect offensive weapon.

The Klingon Empire / Klingon Defence Force



A very aggressive choice for a starting commander to choose unlike the more defensive rival empires. Most of their ships focus of firepower or STS but less on balancing between the two. Their Disruptors are lethal at close range which is where Klingon ships tend to be.

The Romulan Star Empire



The Romulan fleet now consists primarily of their newer designed ships other than using Klingon lend-lease units. While their ships are far more fragile in comparison they more than make up for it in speed, range, and the awe inspiring Cloaking Device & Plasma Torpedo combo, that hits the enemy hard.

The Interstellar Concordium (ISC)



The antagonist of the current conflict now raging within the quadrant. The ISC are a combination of a master race and multiple subjugated races that form a mighty, well organised military power. Their technological prowess is second to none as is their determination to bring order to the masses.

A QUADRANT AT WAR

Choosing a Fleet

The Hydran Kingdoms



A former conquered race that had their territory seized by both the Klingons and Lyrans. However after setting up outer colonies they have proceeded to rebuilt their strength and take back their worlds. Elite carrier fleets decimate enemy forces from long distances, keeping their enemies at bay.

The Lyran Star Empire



A feudal society brings this feline race to arms against lesser nations as each leader within the Empire wants more. Inspired and supported by the Klingons their expansion knows no bounds. Their ships are equal to that of Starfleet vessels but with the only area-effect weapon they are also devastating to anything within its sphere.

The Gorn Confederation



The Gorn are a towering physically superior species that are also highly intelligent despite misconceptions about them. Their ships are rugged, tough, but slow in comparison to other ships of their size. Their special Type-R Plasma Torpedo can obliterate their enemies, which in this case tends to be Romulans due to border disputes.

The Mirak Star League



A missile-heavy fleet that has seen wars with most of its neighbours over resources and border disputes. One such war that hasn't technically ended was with the Lyrans that began 150 years ago. There have been skirmishes with Klingons when they joined the Lyrans in a second wave of assaults only recently. Most ships in a fleet utilise missile weapons but the warhead on them are far more potent than others in the quadrant.

Fleets, Factions, & Special Forces

Each of the races have a multitude of named fleets, special sub-factions, and even special forces. Icons similar to the ones here are examples of such fleets such as the The Tal Prai'ex, Starfleet Special Task Force, and Klingon Black Staff.



A QUADRANT AT WAR

How to Use Fleet Lists

Unlike most wargames where fleets, units, and other such types of armies have point values attached to them, Quadrant at War does not. As mentioned previously, units are separated into Grades, beginning with F and ending with R1. F Classes tend to be the smallest of ships, usually escorts and police vessels, too weak to fight against larger ships alone. E Classes are the backbone of a fleet mostly forming Destroyers and War Destroyers. D Classes are Light Cruiser and the mixture of speed of an E class, and the firepower of a C Class.

C Classes are early Cruiser or Medium sized ones than are just shy of a Heavy Cruiser. Overall these ships tend to be more specialised than Heavy ones though lack firepower. B Classes are the pinnacle of the smaller ship; the Heavy Cruiser, prime examples of this type is the Constitution class for Starfleet. A Classes are Battle Cruisers, just shy of a Dreadnought but not lacking in speed and manoeuvrability.

O Classes represent the slot for Officer units. There always needs to be an officer unit within a battlegroup in order for ships to be used in a game. O classes can be any grade of ship from the highest Grade available on the list, what the restrictions say, or below. R3 Classes are dreadnought-sized Carriers that carry more STS attacks than most ships in the R-category. R2 Classes are Dreadnoughts, more powerful than any type of cruiser but comes at a price of speed. R1 Classes are Battleships, the toughest of the tough, biggest of the big, they have more firepower than an entire battlegroup of E classes.

Blades of Qo'Nos							0-4			
	F	E	D	C	B	A	O	R3	R2	R1
Core					10		2			
Optional						5	1			
Reinforcements										
Specials/Restrictions										
If a single or more Might of Qo'Nos battlegroups are taken NO other types of Battlegroup can be taken with the exception of Birds of Prey.										

sents the main part of the battlegroup and the player can choose which unit from a list they can use. Optional is sometimes not there but offers different values, sometimes in different Grade columns.

Reinforcements, like the title suggests, gives the player some extra units either to bring on during a battle or if some of their units are destroyed. However if you choose the Optional choices you will loose the Reinforcements, if any, that are available for the battlegroup.

Fleet lists look like following ones below. Each one has a battlegroup name, restriction on the minimum and maximum allowed, the ship grades, 3 fleet options, and any special or restrictions for said battlegroup type. The battlegroup has a Core line, this repre-

Sector Control							0-2			
	F	E	D	C	B	A	O	R3	R2	R1
Core		4	1				2			
Optional	2		4				1			
Reinforcements	2						1			
Specials/Restrictions										
If the Optional choice consists of all D5 Cloaking War Cruisers then all other units gain Cloaking also.										

A QUADRANT AT WAR

How to Use Fleet Lists

For a basic Engagement scenario it will either state the maximum amount of battlegroup slots the players have available or the players themselves can set a number. The more battlegroup slots that are used the more printing is required, as is both tabletop space for it be played on as well as the time to play. The game can be played with a single battlegroup facing off a single battlegroup should the players wish it however on average a good size is around 4-7 battlegroup slots per player.

Upgrades and Refits

All races in some form or another have refits for their selection of ships. This will be a prefix at the end of the unit type such as X-Refit or Plus Refit for example. These refits tend to upgrade that ship class by removing a negative for the ship, adding extra value to either Firepower or STS, and in some cases even add range and/or speed. As mentioned before there will be a maximum limit on how many battlegroups can be taken within a game and selecting a single refit will take up a single battlegroup slot as it affects the entire fleet. In narrative terms resources have been used to retrofit all of your fleet ships enabling them to fight better but at the cost of producing more available ships at your shipyards.

Upgrades are similar to Refits in that they will upgrade either a single ship in your fleet for the cost of a battlegroup slot or the entire fleet itself. While Refits focus more on adding values to current ship listings, upgrades aim more toward adding special abilities to the entire fleet, removing negative race specific abilities, or adding new abilities that are released in future expansions without needing to redo or reprint your entire fleet. Due to these rules, upgrades cost 2 battlegroup slots instead of 1 however they can be worth it in the long run.

Limitations

ol				0-2			
	C	B	A	O	R3	R2	R1
				2			
				1			
				1			
Restrictions							
s of all D5 Cloaking War Cruisers							
s gain Cloaking also.							

When players have chosen their scenario or the basic Engagement mission (*covered in the fleet books*) they choose their fleet as described in the past few pages. There are limitation on how many battlegroups of a certain type can be taken. The red circle shows where you can find out how many of that type of battlegroup can be taken, usually a 0-X will be shown. You can never exceed this number of battlegroups unless your opponent or the mission says otherwise. In other cases of Limitations some may start with a 1-X meaning you must take one of these battlegroups no matter what mission you are playing, and it will take a battlegroup slot in the process.

A QUADRANT AT WAR

Allies

While commanding a single chosen race's fleet can be fun as you learn what synergises with other types of ship through gaming, there's opportunity in taking a possible allied battlegroup or two also. However in taking a second race on board you'll have to focus on what abilities each race specifically has, and the fact that allied Officers can not command another race's ships. The table below corresponds to what races can ally with other races, a ✓ denoting an ally, while a ✗ means they are enemies.

										
	✓	✗	✗	✗	✗	✓	✓	✓	✓	✗
	✗	✓	✗	✗	✓	✗	✗	✗	✗	✗
	✗	✗	✓	✗	✗	✗	✓	✗	✓	✗
	✗	✗	✗	✓	✗	✗	✗	✗	✗	✗
	✗	✓	✗	✗	✓	✗	✗	✗	✗	✓
	✓	✗	✗	✗	✗	✓	✗	✓	✓	✓
	✓	✗	✓	✗	✗	✗	✓	✓	✗	✗
	✓	✗	✗	✗	✗	✓	✗	✓	✓	✗
	✗	✗	✗	✗	✓	✓	✗	✗	✗	✓

On this matrix there are 2 additional races that are not included in the first two Fleet Books; The Tholians and Cardassian Union. These will be added within the first few months of release but to save time to make an entirely new allies matrix they have been included on this core game one.

David versus Goliath

All races in some form or another have refits for their selection of ships. This will be a prefix at the end of the unit type such as X-Refit or Plus Refit for example. These refits tend to upgrade that ship class by removing a negative for the ship, adding extra value to either Firepower or STS, and in some cases even add range and/or speed. As mentioned before there will be a maximum limit on how many battlegroups can be taken within a game and selecting a single refit will take up a single battlegroup slot as it affects the entire fleet. In , and it will take a battlegroup slot in the process.



Missiles



Officer



Boarding



Cloaking



Carrier



Armoured



Hero



Boarding
Klingon



Cloaking
Romulan



Carrier
Lyran



Scout



Strike
Commander



Dogfight



Cloaking
Klingon



Assault

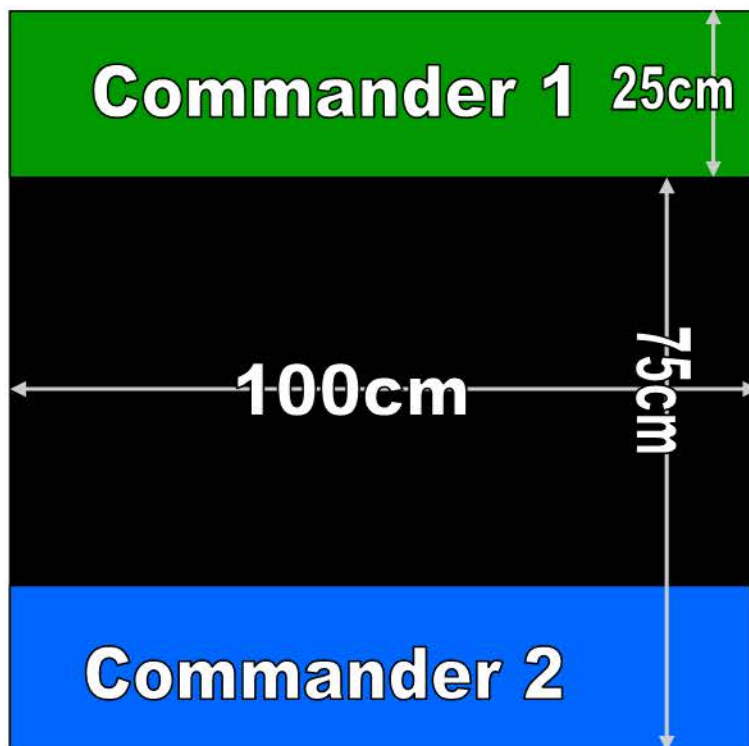
Star Trek: Quadrant At War

4 WAY WAR MISSION

STANDARD ENGAGEMENT

MISSION OVERVIEW

A small sector of open space plays host to a minor engagement between rival empires, rival houses, and fleets. While there is not much strategic opportunity within the sector you are here because the enemy is also.



Objective

Commander 1

Victory: All Commander 2 forces must be destroyed within 8 turns.

Commander 2

Victory: All Commander 1 forces must be destroyed within 8 turns.

BATTLEGROUPS



Commander 1

Commander 2

CORE SLOTS

8 Slots

CORE SLOTS

8 Slots

RESTRICTIONS

1 Grade R3, R2, or R1
Battlegroups only

RESTRICTIONS

1 Grade R3, R2, or R1
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WHAT YOU WILL NEED

Welcome to a Quadrant that is in great turmoil, political stress, and galactic upheaval as 8 great superpowers are pitted against each other as they try to keep their civilisations alive during many conflicts. The game is played with flat two dimensional counters representing the various types of unit available to fleet commanders. In addition to these counters players are also required to have fleet rosters as well as an understanding of the rules, which is where this rulebook comes in.

In order to play you will need a suitable space to play a game, printed off fleet counters, (at least) two players with a desire to fight for their chosen race, as well as a few more essential items not given to you in the rulebook or faction books.

Dice: Ordinary six-sided dice. You'll need/want a lot of these preferably in two different colours to distinguish which dice rolls are yours and which are your enemies.

"Other" Dice: Exactly like the above six-sided dice except a plain or bland colour. These dice are usually used for keeping track of the number of hits during the tactical phase a ship might sustain after being fired upon. Not essential but very useful in the long run.

Measuring Instrument: A tape measure is usually the measuring instrument of choice for many tabletop gamers but sometimes a 30cm or 45cm ruler can be used for smaller games that do not have weapon ranges that exceed these values.

Printer & Card: Counters are flat two dimensional images of what the ship type or size is. A printer is required to print off your chosen fleet or two. Due to the nature of the game it is best to print off the counters on to card or card stock and then cut out the counters from there. Card makes the counters have weight so they don't blow away easier, also they are more durable than using paper. You can print off on to paper and then back them using card if you so wish but this may require a little personal time more than printing straight on to card.

USING DICE

In Quadrant at War, as stated before, you'll be need lots of ordinary six-sided dice to resolve actions such as shooting weapons, resolving ship-to-ship combat, bringing in reinforcements, or rallying your fleeing units. These are usually referred to as 'D6' and if you need to roll more than one dice it is referred to '2D6' with a value between 2 and 12. The value before the D6 will generally go up depending on the number of dice required.

On some occasions, and with some abilities or weapons, the players are given the chance to reroll dice. Exactly how it sounds as the player can choose to pick up the dice and roll them again but the second outcome of that reroll must be accepted even if the values are worse than the first. No dice may be rerolled more than once.

UNIT TYPES

Quadrant at War let's players fight with everything from tiny but extremely agile Escorts and Frigates to the terrifying Dreadnoughts and Battleships that dominate any battle zone or sector they are deployed to. From the smallest to the largest, every ships has a role within a fleet and complements each other in combat as those deadly Battleships can easily be overrun but waves of smaller frigates, boarded, and taken over.

The counters used to play Quadrant at War are referred to as units in the rules that follow. Each unit is an individual playing piece with its own capabilities. A unit may consist of a single counter or several counters placed close together, but in the rules both of these things are simply referred to as units.

Escorts & Frigates: these small agile and quick attack ships are usually represented in a squadron of 3 in the counter but grouped together to form a single unit. It is not uncommon to see multiple Frigate units in one grouping as, while they are quick, they are also fragile.

War Destroyers & Destroyers: these units, like the Frigates, are grouped together in squadrons of 2 in a single counter, but represent the next step in ship size and class. Also like the Frigates, the Destroyers can be seen grouped together to form a much larger unit consisting of several squadrons.

Light & Medium Cruisers: the cheaper alternative the Heavy versions, the cruiser is the mainstay, the backbone of the fleet, both supporting and spearheading enemy lines. Each race is inherently different in the way they use their cruisers but an all round ship none the less. Usually come in a single solitary unit but supported by multiple others.

Heavy & Battle Cruiser: these units are pinnacle of cruiser design and can usually stand alone against smaller classes of ship if command correctly. Usually fielded as singular units they have been seen to work in pairs or even triplets, forming a wolf-pack to hunt down enemy capitals.

Dreadnoughts & Fleet Carriers: the first of the larger ship classes and usually the deciding point of where to start a fleet from. While they can throw out vast amounts of firepower at the enemy they are a massive resource sink and a high priority target to enemy battlegroups that can get it into range. Singular in nature and very, very rarely seen in formation with another of the same type.

Battleships & Super Battleships: the largest of the large, these vessels demand both respect and fear as they can dominate the battlefield wherever they are deployed. Like the Dreadnoughts they are a massive resource sink and a sizable target for agile, quick wolf-packs.

Fighters & Shuttles: not represented in counter form as of yet as they are far too fragile to be of any use before they are eliminated at range. Represented as a weapon choice.

Data Sheets

In Fleet/Battles/Campaign books you can find a set of data sheets for the various classes of starship used in Quadrant at War. The starship data sheets give you a set of characteristics for units which tell you how fast they are, how strong their shields are, cost, and various other attributes. For example here's the data for a Klingon frigate and a Klingon cruiser.

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Frigate	35cm	15cm	1	2+	F	1	
D7 Battlecruiser	20cm	30cm	4	5+	B	4	Cloaking
B10 Battleship K-Refit	10cm	45cm	8	6+	R1	7	

Class: The type of unit it is.

Speed: This is the distance in centimetres that unit can move each turn while still firing its weapons fairly effectively. It is possible for units to move faster than this if you wish but their shooting will be far less effective.

Range: The maximum range of the unit's weaponry in centimetres.

Firepower: This number represents how effective the unit is when it shoots. The higher the number the better. Some units are armed with special race-specific weaponry and these will usually be noted in the Specials column.

Shields: This number shows how well protected the and/or difficult to damage the unit is. Basically the opponent has to roll this number or higher on a D6 to score a hit on the unit when he fires at it. The D7 Battlecruiser is the pinnacle of Klingon design and is tougher than that of a Frigate so the value of the Shield value represents this.

Grade: Used for creating Battlegroups, formations, and fleets for use within the game. The Grade represents the size, balance, and cost of the unit. Starting from Frigates of an F class all the way to Battleships that are represented by an R1 class. Unit sizes and capabilities are ranked from smallest to largest by the following: F>E>D>C>B>A>L>R3>R2>R1. More about the grading system is covered in the Quadrant At War section described late within the rulebook.

STS: This number represents how many effective the unit is when it engages in Ship-To-Ship combat. The higher the number means more attacks.

Special: This column will either be blank or it will have one or multiple words within it. Each of these words represents either a special weapon the ship has installed, a special type of equipment that leads to an ability that can be used during a game. The abilities will either be a constant effect or used as part of an action, like a special weapon.

How to Use Fleet Lists

Unlike most wargames where fleets, units, and other such types of armies have point values attached to them, Quadrant at War does not. As mentioned previously, units are separated into Grades, beginning with F and ending with R1. F Classes tend to be the smallest of ships, usually escorts and police vessels, too weak to fight against larger ships alone. E Classes are the backbone of a fleet mostly forming Destroyers and War Destroyers. D Classes are Light Cruiser and the mixture of speed of an E class, and the firepower of a C Class.

C Classes are early Cruiser or Medium sized ones than are just shy of a Heavy Cruiser. Overall these ships tend to be more specialised than Heavy ones though lack firepower. B Classes are the pinnacle of the smaller ship; the Heavy Cruiser, prime examples of this type is the Constitution class for Starfleet. A Classes are Battle Cruisers, just shy of a Dreadnought but not lacking in speed and manoeuvrability.

O Classes represent the slot for Officer units. There always needs to be an officer unit within a battlegroup in order for ships to be used in a game. O classes can be any grade of ship from the highest Grade available on the list, what the restrictions say, or below. R3 Classes are dreadnought-sized Carriers that carry more STS attacks than most ships in the R-category. R2 Classes are Dreadnoughts, more powerful than any type of cruiser but comes at a price of speed. R1 Classes are Battleships, the toughest of the tough, biggest of the big, they have more firepower than an entire battlegroup of E classes.

Blades of Qo'Nos						0-4				
	F	E	D	C	B	A	O	R3	R2	R1
Core					10		2			
Optional						5	1			
Reinforcements										
Specials/Restrictions										
If a single or more Might of Qo'Nos battlegroups are taken <u>NO</u> other types of Battlegroup can be taken with the exception of Birds of Prey.										

Fleet lists look like following ones below. Each one has a battlegroup name, restriction on the minimum and maximum allowed, the ship grades, 3 fleet options, and any special or restrictions for said battlegroup type. The battlegroup has a Core line, this repre-

sents the main part of the battlegroup and the player can choose which unit from a list they can use. Optional is sometimes not there but offers different values, sometimes in different Grade columns.

Reinforcements, like the title suggests, gives the player some extra units either to bring on during a battle or if some of their units are destroyed. However if you choose the Optional choices you will loose the Reinforcements, if any, that are available for the battlegroup.

Sector Control						0-2				
	F	E	D	C	B	A	O	R3	R2	R1
Core		4	1				2			
Optional	2		4				1			
Reinforcements	2						1			
Specials/Restrictions										
If the Optional choice consists of all D5 Cloaking War Cruisers then all other units gain Cloaking also.										

How to Use Fleet Lists

For a basic Engagement scenario it will either state the maximum amount of battlegroup slots the players have available or the players themselves can set a number. The more battlegroup slots that are used the more printing is required, as is both tabletop space for it be played on as well as the time to play. The game can be played with a single battlegroup facing off a single battlegroup should the players wish it however on average a good size is around 4-7 battlegroup slots per player.

Upgrades and Refits

All races in some form or another have refits for their selection of ships. This will be a prefix at the end of the unit type such as X-Refit or Plus Refit for example. These refits tend to upgrade that ship class by removing a negative for the ship, adding extra value to either Firepower or STS, and in some cases even add range and/or speed. As mentioned before there will be a maximum limit on how many battlegroups can be taken within a game and selecting a single refit will take up a single battlegroup slot as it affects the entire fleet. In narrative terms resources have been used to retrofit all of your fleet ships enabling them to fight better but at the cost of producing more available ships at your shipyards.

Upgrades are similar to Refits in that they will upgrade either a single ship in your fleet for the cost of a battlegroup slot or the entire fleet itself. While Refits focus more on adding values to current ship listings, upgrades aim more toward adding special abilities to the entire fleet, removing negative race specific abilities, or adding new abilities that are released in future expansions without needing to redo or reprint your entire fleet. Due to these rules, upgrades cost 2 battlegroup slots instead of 1 however they can be worth it in the long run.

Limitations

ol				0-2		
	C	B	A	O	R3	R2
				2		
				1		
				1		
Restrictions						
s of all D5 Cloaking War Cruisers						
s gain Cloaking also.						

When players have chosen their scenario or the basic Engagement mission (*covered in the fleet books*) they choose their fleet as described in the past few pages. There are limitation on how many battlegroups of a certain type can be taken. The red circle shows where you can find out how many of that type of battlegroup can be taken, usually a 0-X will be shown. You can never exceed this number of battlegroups unless your opponent or the mission says otherwise. In other cases of Limitations some may start with a 1-X meaning you must take one of these battlegroups no matter what mission you are playing, and it will take a battlegroup slot in the process.

The Federation

Details



The United Federation of Planets (UFP) is a conglomerate of many races banded together in a significant alliance of 150 planets and thousands of colonies that spans 8,000 light years. The Federation is predominantly human, with strong support from the Vulcans, the Andorians and the Tellerites amongst others. The races mentioned above were those present at the formation of the Federation, four races banded together after the efforts of Captain Jonathan Archer in defeating the Xindi Threat instigated by the enigmatic 'Sphere Builders'.

The Federation is the economic powerhouse of the Milky Way, something that has attracted less than favourable attention from both the Klingons and the Romulans. Most Federation ships are strong 'all-rounders.' Almost all Federation ships are fitted for exploration as much as war, as would be in line with the peaceable nature of the Federation. They are capable of taking good amounts of damage while strong phasers and photon torpedoes help supplement their combat prowess.

The administrative centre of the Federation is Earth. This is also where Starfleet Command operates from, co-ordinating the large fleets of the Federation, built on the sound economy of the Federation. The Federation maintains a strong relationship with the Gorn Confederation, the Hydran Kingdoms and a stable relationship with the Mirak. They undergo a rather unstable relationship with the Klingons, who are their greatest rivals, and the scheming Romulans. The Federation is seen to be the most idealistic organisation. It has never intentionally started a conflict with a neighbour; all its wars have been instigated by their foes.

The Federation - Special Rules

Strategy Rating: 4 / Command Range: 30cm

Advanced Shielding: All starfleet vessels ignore negative modifiers to their shield value.

Expert Engineers: If a battlegroup or singular ship has suffered the exact number of hits that turn, during the Engineering phase it may attempt to repair the damage on a D6 roll of a 6. Failing this roll means it is classed as destroyed, otherwise it returns to action the following turn.

All-Round Fire Arcs: Firepower, STS, and Photon Torpedo attacks may be fired from the back of any starfleet counter in addition to normal firing arcs.

Defensive but Tactical: The Starfleet player can NEVER be the Attacker in a game nor can they have the Command in the first turn of any game either. In the case of two opposing Starfleet players normal rules apply. In a campaign Starfleet may attack enemy territory but are at a -1 on all Command rolls.

Photon Torpedo: 3 Damage, uses 1D6. Hits on the following:
> 5+ at 40cm Range
> 4+ at 30cm Range
> 3+ at 20cm Range
> 2+ at 10cm Range

FLEET REFITS & UPGRADES

R-Refit
Ignores the Defensive But Tactical special rule.
Cost: 1 Slot

Plus Refit
+1 STS. Reroll Photon Torpedoes once per turn.
Cost: 1 Slot

Hydran Alliance
Allows Starfleet to use 0-3 Hydran Battlegroups.
Cost: 2 Slots

Gorn Alliance
Allows Starfleet to use 0-3 Gorn Battlegroups.
Cost: 2 Slots

The Federation - Units

GRADE F & E - Frigates & Destroyers

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Horizon Frigate	40cm	5cm	0	2+	F	1	Scout
Arbiter Drone Frigate	40cm	5cm	1	2+	F	0	Missiles(1)
Akyazi Improved Frigate	40cm	5cm	0	2+	F	1	
Asia Commando Frigate	40cm	5cm	0	2+	F	2	Boarding
Alert Carrier Frigate	40cm	5cm	0	2+	F	2	Carrier
Arbiter Drone Frigate Plus Refit	40cm	5cm	2	2+	F	0	Missiles(1)
Asia Commando Frigate Plus Refit	40cm	5cm	0	2+	F	2	Boarding
Destroyat Battle Frigate	40cm	5cm	0	2+	F	1	Dogfight
Akula War Destroyer	35cm	15cm	1	3+	E	1	Armoured
Ranger Commando War Destroyer	35cm	15cm	1	3+	E	1	Boarding
Arbiter Refit Drone War Destroyer	35cm	15cm	2	3+	E	0	Missiles(1)
Akula Refit War Destroyer	35cm	15cm	1	3+	E	1	Armoured
Saladin War Destroyer	35cm	15cm	1	3+	E	1	
Triton Guided Weapons Destroyer	35cm	15cm	2	3+	E	1	Missiles(1)
Saladin War Destroyer Plus Refit	35cm	15cm	1	3+	E	2	
Triton Guided Weapons Destroyer Plus Refit	35cm	15cm	2	3+	E	2	Missiles(1)
Laffey New Commando Transport	35cm	15cm	0	3+	E	3	Boarding

Grade D - Light Cruisers

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Miranda New Light Cruiser	25cm	25cm	2	4+	D	3	Officer
Laffey New Commando Transport Plus Refit	25cm	25cm	0	4+	D	4	Boarding
Azov Drone Cruiser	25cm	25cm	3	4+	D	2	Missiles(1)
Miranda New Light Cruiser Plus Refit	25cm	25cm	2	4+	D	4	
Azov Drone Cruiser Plus Refit	25cm	25cm	4	4+	D	2	Missiles(1)
Repulse Light Cruiser Carrier	25cm	25cm	2	4+	D	3	Carrier
Repulse Light Cruiser Carrier Plus Refit	25cm	25cm	2	4+	D	4	Carrier
Sun Tzu Light Command Cruiser	25cm	25cm	5	4+	O	0	Officer
Centaur Carrier Drone Cruiser	25cm	25cm	3	4+	D	2	Missiles(2)

GRADE C - Medium Cruisers

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Chicago New Heavy Cruiser	20cm	25cm	3	4+	C	3	
London New Heavy Command Cruiser	20cm	25cm	3	4+	O	3	Officer

The Federation - Units

Grade B - Heavy Cruisers

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Constitution Heavy Cruiser	20cm	30cm	4	5+	B	4	
Constitution Heavy Cruiser R-Refit	20cm	30cm	4	5+	B	4	Officer
Constitution Heavy Cruiser Plus Refit	20cm	30cm	4	5+	B	5	
Saratoga Command Cruiser	20cm	30cm	5	5+	O	3	Officer
Agincourt Heavy Drone Cruiser	20cm	30cm	5	5+	B	2	Missiles(1)
Agincourt Heavy Drone Cruiser R-Refit	20cm	30cm	5	5+	B	2	Missiles(2)
Agincourt Heavy Drone Cruiser Plus Refit	20cm	30cm	5	5+	B	3	Missiles(1)
Farragut Heavy Cruiser Carrier	15cm	30cm	3	5+	B	5	Carrier
Gryphon Heavy Cruiser Escort Carrier	20cm	25cm	2	5+	B	6	Carrier
New Zeland Heavy Command Cruiser	20cm	30cm	4	5+	B	4	Officer
Saratoga Refit Heavy Command Cruiser Carrier	20cm	30cm	4	5+	B	5	Officer, Carrier

Grade A - Battle Cruisers

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Bismark Battlecruiser	20cm	30cm	5	5+	A	4	Missiles(2)
Kirov Battlecruiser	20cm	30cm	6	6+	A	2	Missiles(2)
Excelsior Battlecruiser	20cm	30cm	7	5+	O	3	Officer
New Jersey Battlecruiser	20cm	30cm	5	5+	A	4	Missiles(3)
Nimitz Battlecruiser Carrier	20cm	30cm	3	5+	A	6	Carrier

Grade R3 - Carriers

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Ark Royal Heavy Carrier	10cm	45cm	6	6+	R3	8	Carrier
Ark Royal Heavy Carrier Plus Refit	10cm	45cm	6	6+	R3	9	Carrier

Grade R2 - Dreadnoughts

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Entente Dreadnought	10cm	45cm	8	6+	R2	6	Missiles(2)
Entente Dreadnought Plus Refit	10cm	45cm	8	6+	R2	7	Missiles(2)
Federation Improved Dreadnought	15cm	40cm	8	6+	R2	6	Missiles(2)
Kursk Heavy Dreadnought	10cm	45cm	8	6+	R2	6	Missiles(3)

Grade R1 - Battleships

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Mars Battleship	10cm	45cm	8	6+	R1	7	Missiles(3)

The Federation - Battlegroups

Patrol Task Force							0-4			
	F	E	D	C	B	A	O	R3	R2	R1
Core	4	4					2			
Optional										
Reinforcements	1	1								
Specials/Restrictions										
Can not contain more than one unit with the Scout ability. Can not contain any units with the Carrier ability.										

Ranger Task Force							0-2			
	F	E	D	C	B	A	O	R3	R2	R1
Core	3		6				2			
Optional										
Reinforcements	3									
Specials/Restrictions										
Can only contain ships with the Boarding ability but the Officer can be a Grade C or lower.										

Carrier Task Force							0-2			
	F	E	D	C	B	A	O	R3	R2	R1
Core			3				1	2		
Optional										
Reinforcements										
Specials/Restrictions										
All units must have the Carrier ability. Officer must be a Saratoga Refit Heavy Command Cruiser Carrier.										

Task Force Beta							0-3			
	F	E	D	C	B	A	O	R3	R2	R1
Core	3		4	2	1	1	1			
Optional										
Reinforcements										
Specials/Restrictions										
Officer unit must be a Grade C class and any type the player wants. All Grade F ships must have the Scout ability.										

Tier 1 Battle Company							0-1			
	F	E	D	C	B	A	O	R3	R2	R1
Core	4	4	3				1			
Optional										
Reinforcements										
Specials/Restrictions										
The Officer must be a New Zaeland Heavy Command Cruiser. At least two ships of any Grade must have the Boarding ability.										

Tier 2 Battle Company							0-1			
	F	E	D	C	B	A	O	R3	R2	R1
Core						3	1			
Optional					4		1			
Reinforcements						3	1			
Specials/Restrictions										
Officer must be an Excelsior class. Optional can be any Grade B unit.										

The Federation - Battlegroups

Tier 3 Battle Company						0-1				
	F	E	D	C	B	A	O	R3	R2	R1
Core							1		1	
Optional							1			1
Reinforcements									1	
Specials/Restrictions										

Starfleet 1st Vanguard						0-2				
	F	E	D	C	B	A	O	R3	R2	R1
Core				3	3	3	2			
Optional							1			1
Reinforcements										
Specials/Restrictions										
The Officer unit must be a Grade B or less.										

Starfleet 2nd Vanguard						0-1				
	F	E	D	C	B	A	O	R3	R2	R1
Core							1		2	
Optional										
Reinforcements							1		2	
Specials/Restrictions										
Officer unit must be a Grade A class and any type the player wants.										

Mark of the Federation						0-1				
	F	E	D	C	B	A	O	R3	R2	R1
Core					4		1			
Optional										
Reinforcements					4		1			
Specials/Restrictions										
All units must be Constitution classes, Officer can be Grade B or lower.										

Pride of the Federation						0-4				
	F	E	D	C	B	A	O	R3	R2	R1
Core					10		2			
Optional						5	1			
Reinforcements										
Specials/Restrictions										
If a single or more Pride of the Federation battlegroups are taken <u>NO</u> other types of Battlegroup can be taken with the exception of Tier 1 Battle Company.										

Artillery Support						0-3				
	F	E	D	C	B	A	O	R3	R2	R1
Core	10						1			
Optional		5								
Reinforcements										
Specials/Restrictions										
Can only contain units with the Missile ability and no other ships types except for the Officer unit.										

The Federation - Fleets

Starfleet Special Task Force



The SSTF is a special forces branch within Starfleet dedicated to “safeguarding the Federation against serious internal threats”. When Federation members violate the charter, or if there are hints of strife between allied members, the SSTF are called in to deal with it, achieving peace through a mix of diplomacy, military force, and intelligence gathering. SSTF captains are usually intensely loyal to the Federation and idealistic to extremes.

There is a tradition for SSTF captains to renounce their citizenship of their home planets and proclaim “the Federation is my home.” This is not legally binding but the oath does emphasise the impartiality that is one of the most highly valued qualities of the SSTF. Selection for the SSTF is considered one of the highest honours that can be bestowed by Starfleet.

Fleet Rules

All ships chosen have special counters with their abilities displayed on them.

Starfleet Special Task Force							0-4			
	F	E	D	C	B	A	O	R3	R2	R1
Core				3	3	3	2			
Optional										
Reinforcements				4			1			
Specials/Restrictions										
The Officer must be a New Zealand Heavy Command Cruiser.										

Special Rules

Elite Recruitment: SSTF can not ally to other races, fleets, or players unless they are another SSTF fleet.

Rallying Support: In a Starbase Assault Mission the fleet may use a single Tier 2 or Tier 3 Battle Company battlegroup instead of a single SSTF battlegroup.

Heavy Torpedo warhead: Uses 1D6. Hits on the following:

- > 5+ at 40cm Range, 2 Damage
- > 4+ at 30cm Range, 3 Damage
- > 3+ at 20cm Range, 4 Damage
- > 2+ at 10cm Range, 3 Damage

“For the Federation”: SSTF ignore the Defensive But Tactical special rule if facing against another Starfleet opponent. In all other cases the rule still applies.

The Federation - Fleets

Federation 3rd Fleet



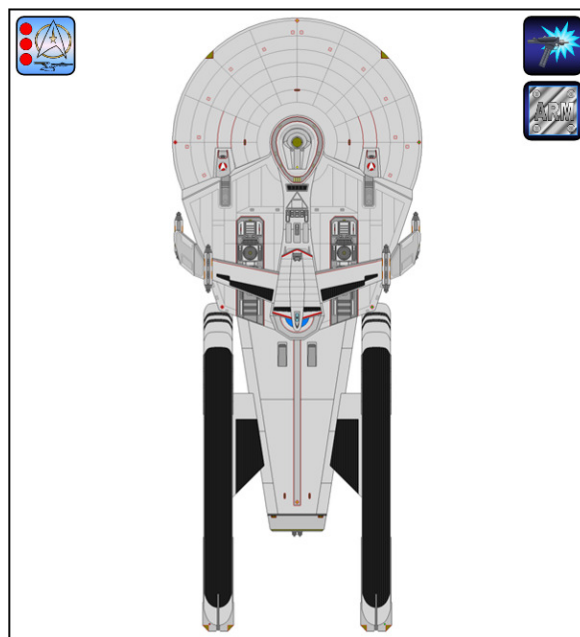
The 3rd Fleet began as a Federation's primary defensive and offensive fleet shortly after the formation of the United Federation of Planets. The creation of the Starfleet, *with the resources of over a dozen civilised industrial and commercialised worlds*, meant the fleet got primary focus. It wasn't long until the 3rd Fleet got their first real taste of combat after 'guiding' several Lyran battle-groups back to their own space during the their war with the Hydran Kingdoms.

This strained their tenuous relations with the Klingons to almost breaking point, some in the Federation saw that an all out war was inevitable, *but that wasn't the complete picture*, because just at the zero hour the Interstellar Concordium enter the galaxy launching an all out assault on the Alpha and Beta quadrants, causing the 3rd Fleet to retaliate in kind.

Fleet Rules

The 3rd Fleet has access to the Kodiak Battleship instead of the Mars Battleship. It is taken instead of the Mars and is treated like any other Battleship.

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Kodiak Battleship	15cm	45cm	8	6+	R1	7	Boarding(2), Armoured



The Federation - Fleets

Federation 7th Fleet



The 7th Fleet is currently the largest in all of Starfleet, some saying it is comparably as large as some Klingon war battlegroups, with a host of quality and experience commanders. Combined with the some of latest in ship design and technology it is no wonder that a majority of junior cadets see this fleet as an aspiration, to one day join the ranks of the mighty 7th Fleet.

However with the current war against Interstellar Concordium, the 7th Fleet have been deployed on all manner of fronts as the galaxy is now in a state of panic and chaos. Even with a galaxy in flames the mighty 7th Fleet holds out.

Fleet Rules

The 7th Fleet is led by the famous Captain Sulu aboard the USS Excelsior. The ship comes in a unique battlegroup that can not be altered. This battlegroup costs 4 Slots, but other battlegroups chosen only cost 1 slot.

7th Fleet Task Force							0-1			
	F	E	D	C	B	A	O	R3	R2	R1
Core			3	3	3	2	1			
Optional			3		2					
Reinforcements										
Specials/Restrictions										
The Officer must be the USS Excelsior Hero unit. All other units must be 7th Fleet iconed units.										

Special Rules

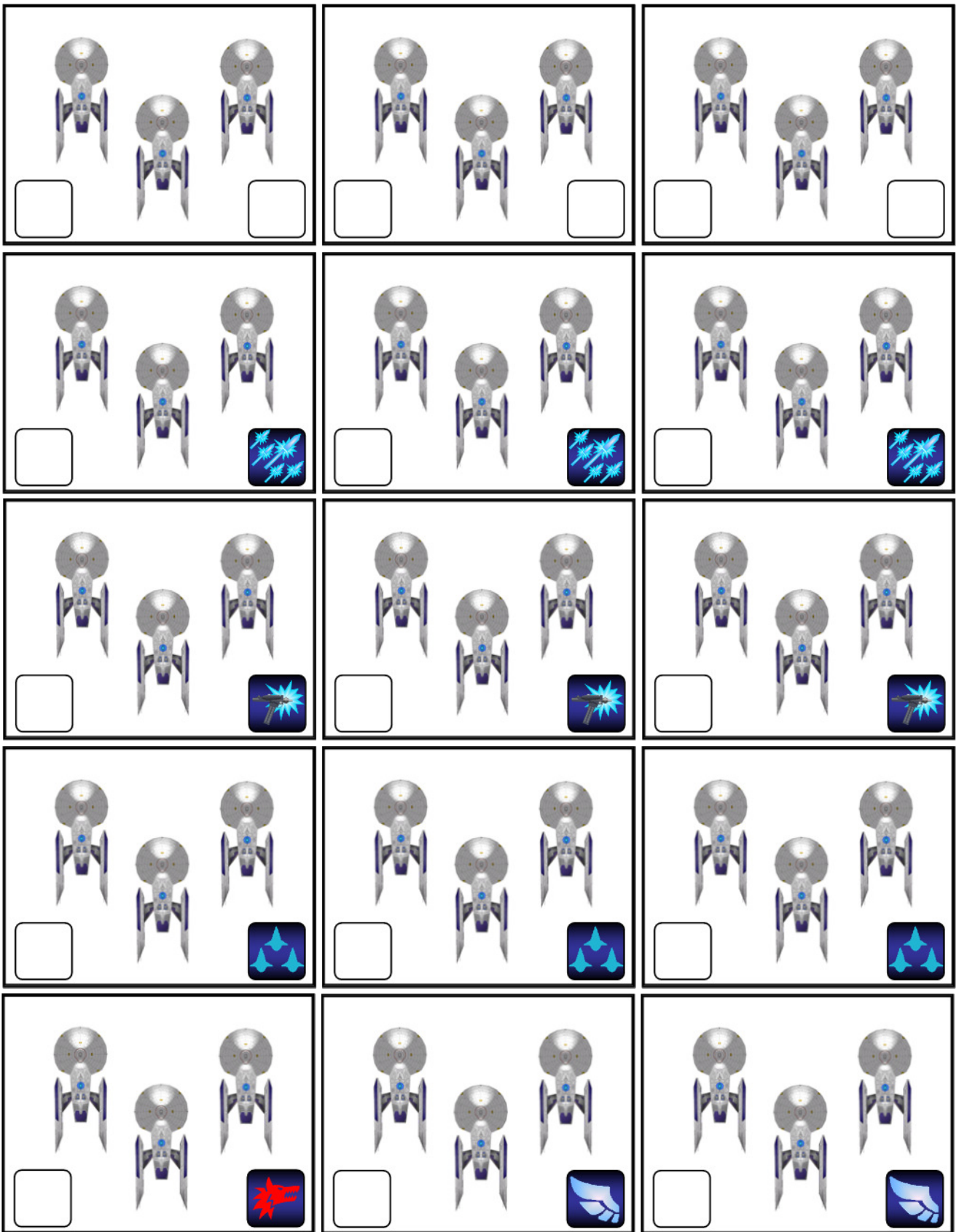
Hero Unit: A unit with this ability has double the Command Range than normal. In this case the Command Range of the Hero unit is 60cm.

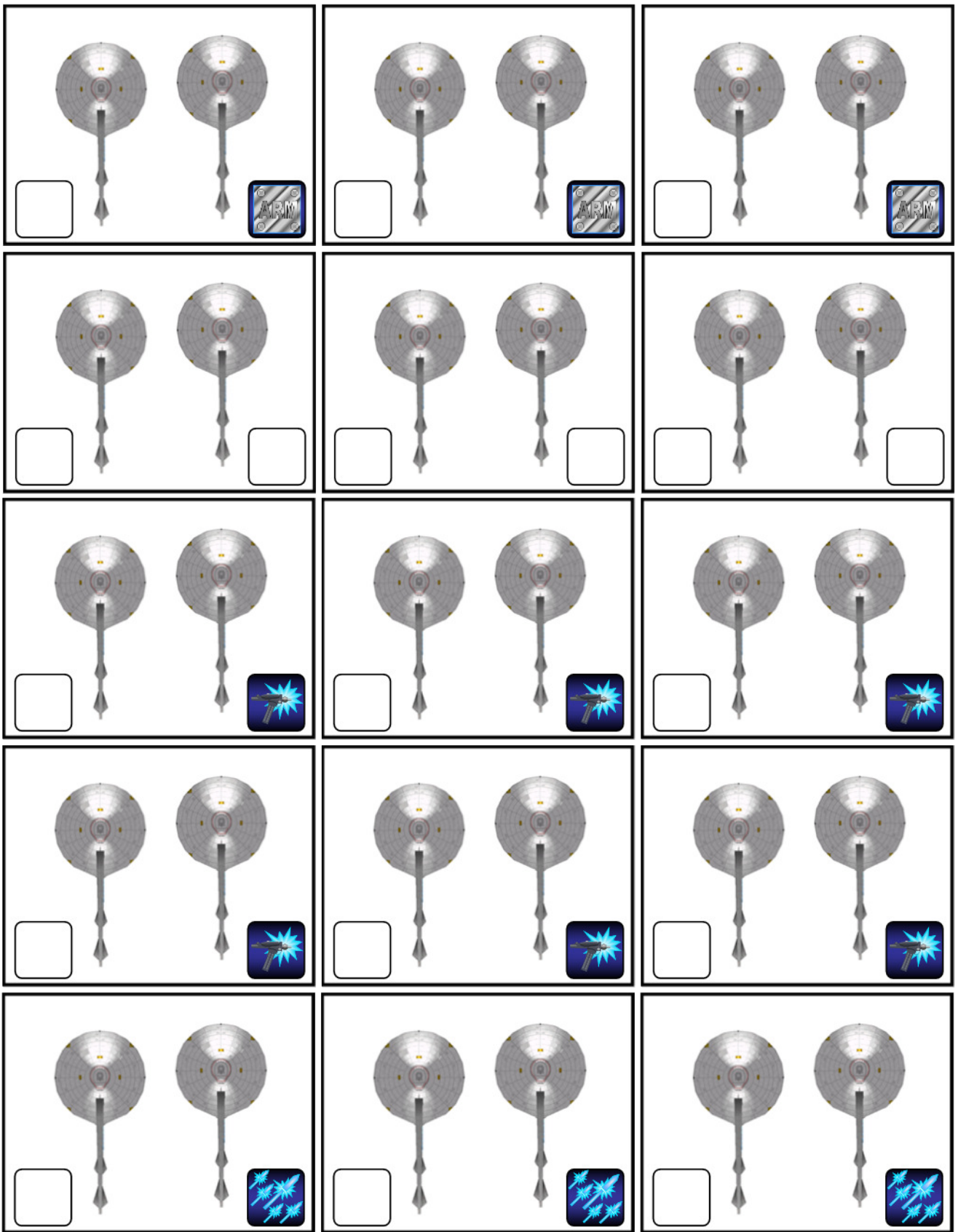
USS Excelsior: Has exactly the same attributes and values as a Grade A Excelsior class Battle Cruiser with a +5cm to Range.

Captain Sulu: As long as the USS Excelsior is not destroyed all Command rolls gain a +1 to their roll. Additionally all ships gain +5cm Movement Speed.

Ships of the 7th Fleet: Units in the battlegroup are made from the following units-

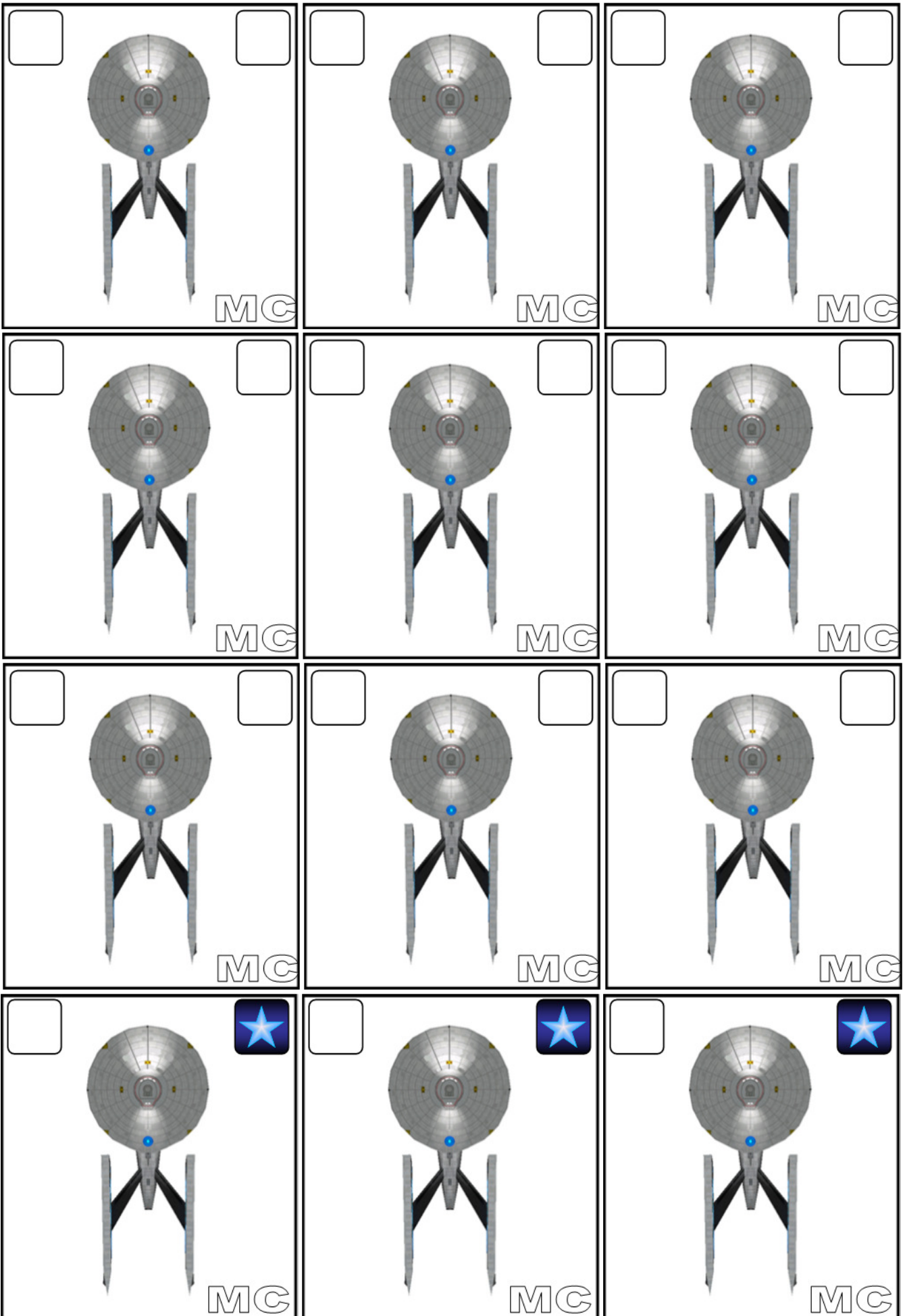
- Officer is the USS Excelsior (Excelsior Battlecruiser)
- Grade A are Bismarck Battlecruisers.
- Grade B are Farragut Heavy Cruiser Carriers.
- Grade C are Chicago New Heavy Cruisers.
- Grade D are Centaur Carrier Drone Cruisers.

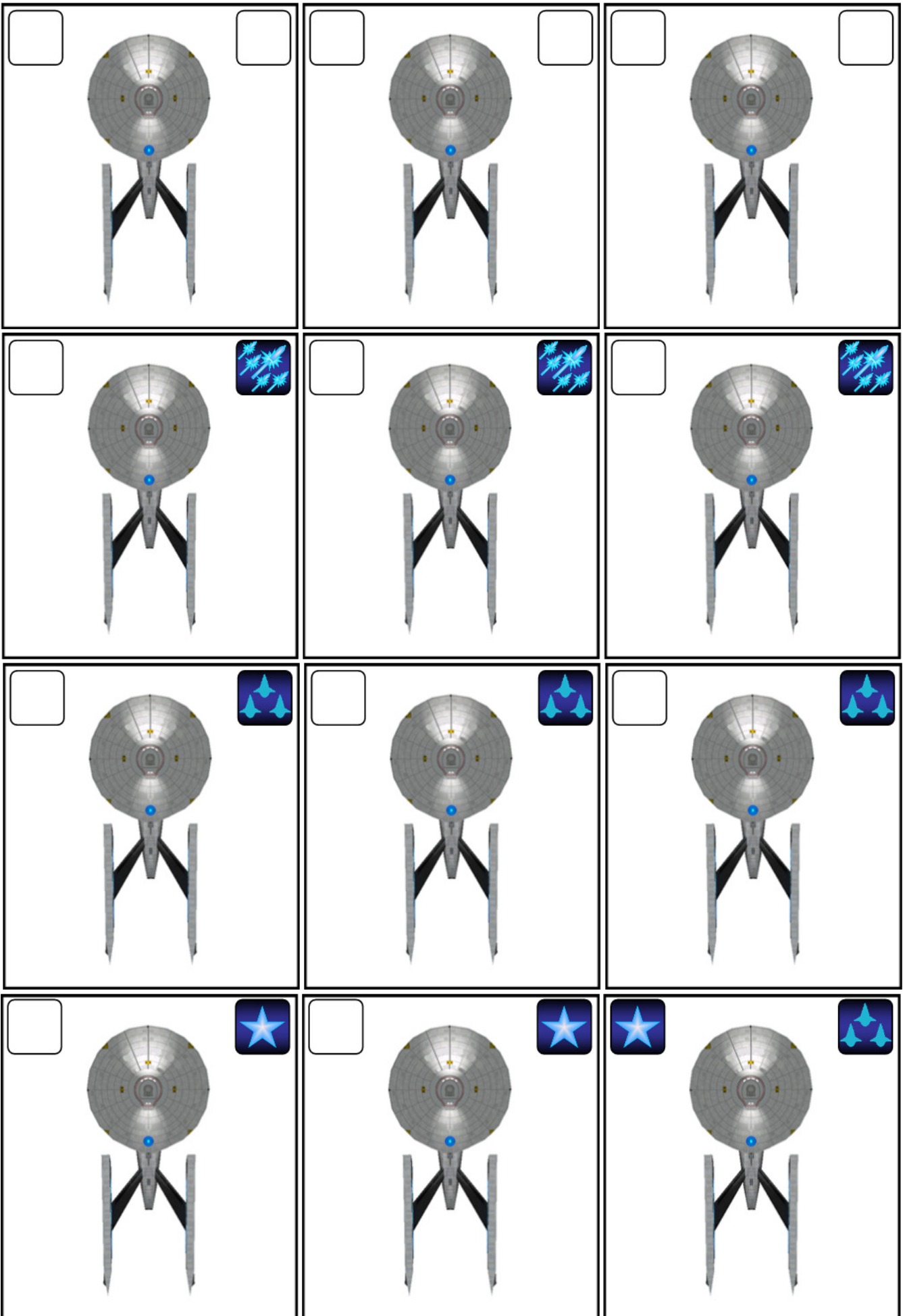


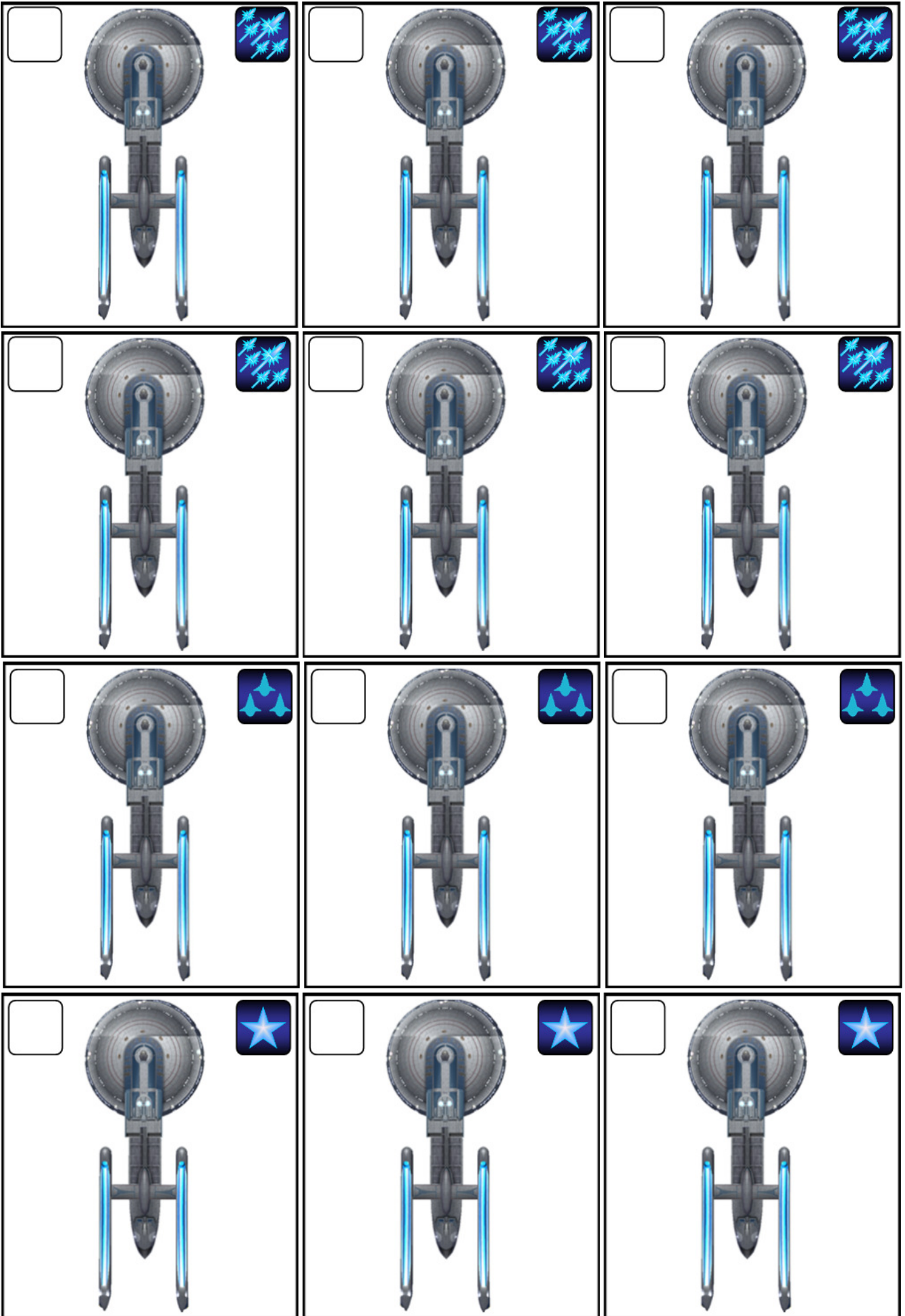


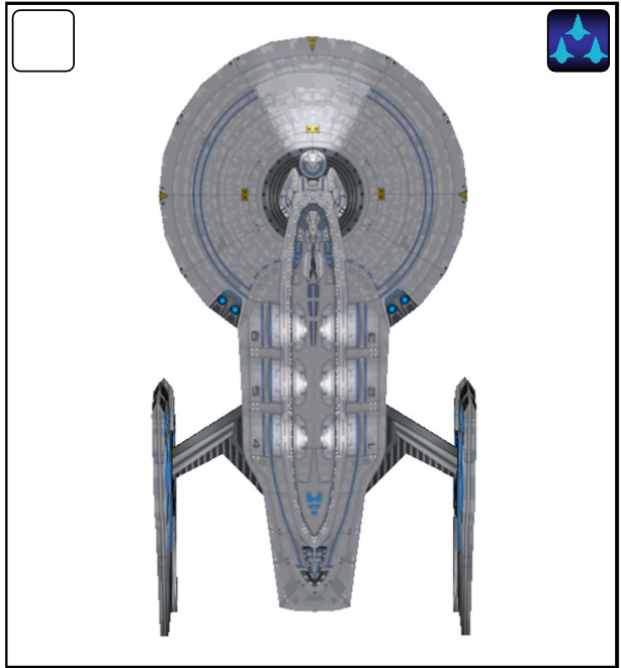
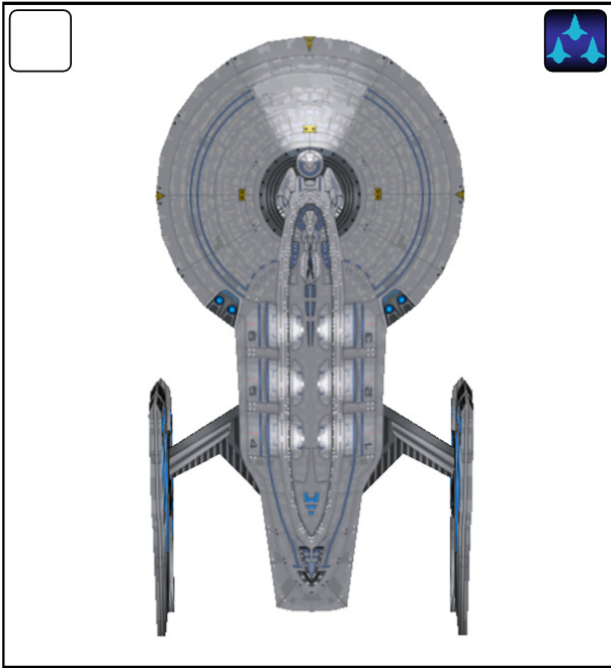


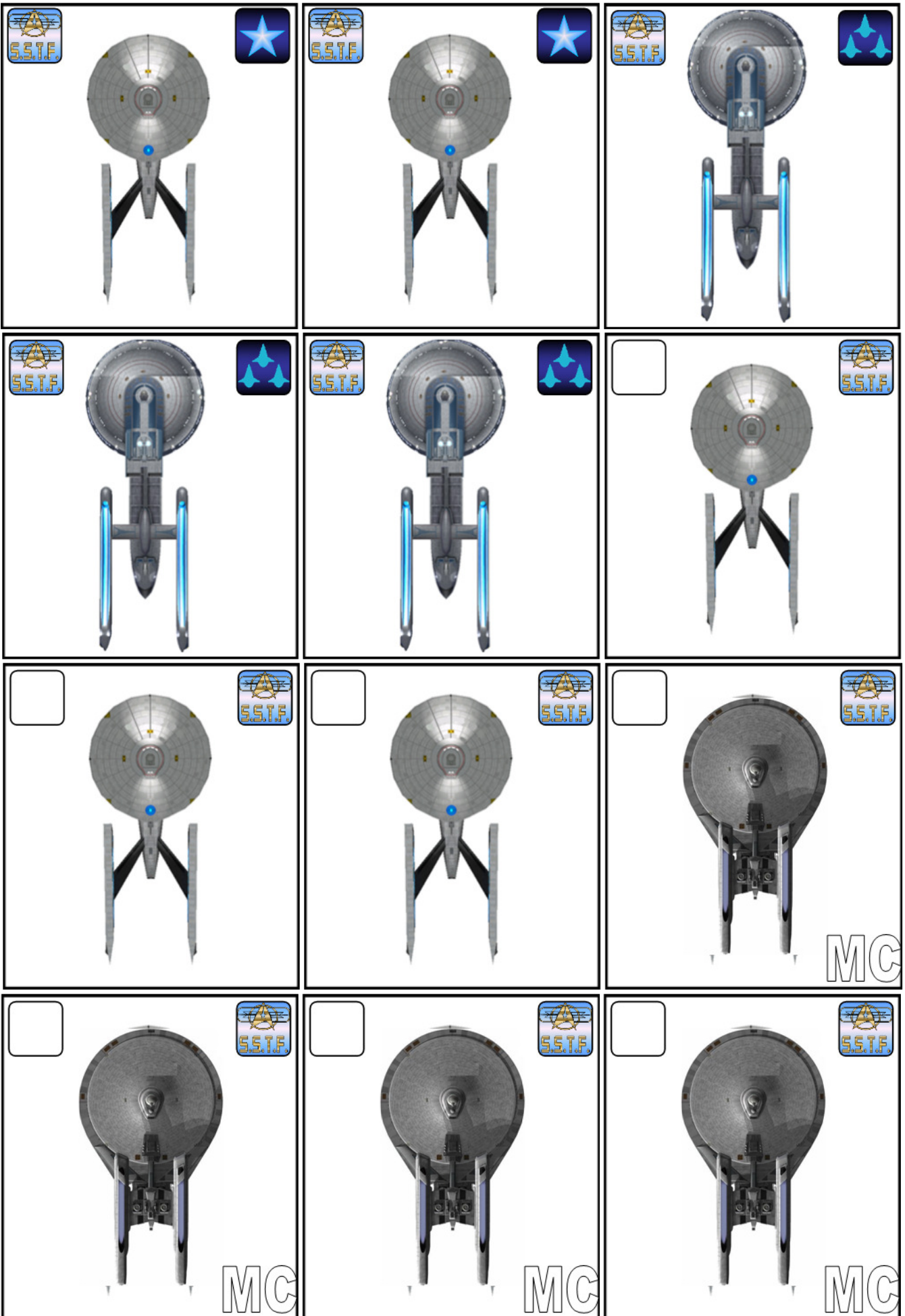










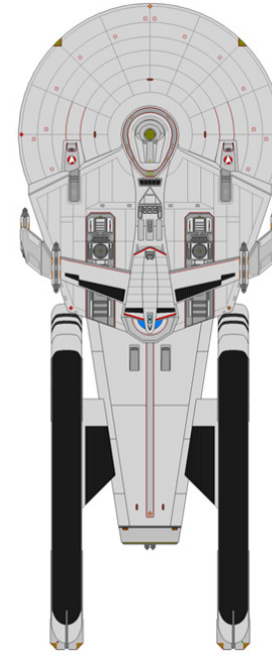
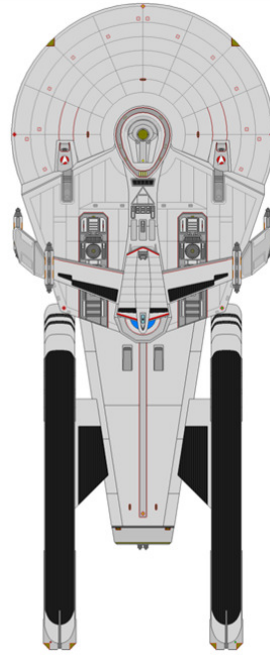
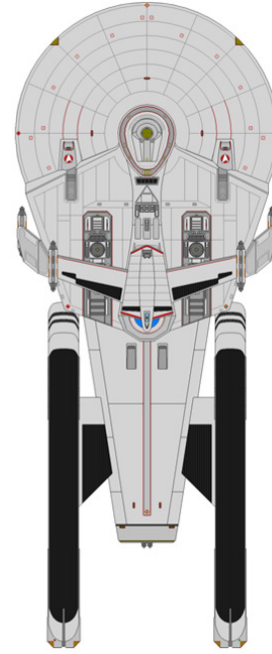
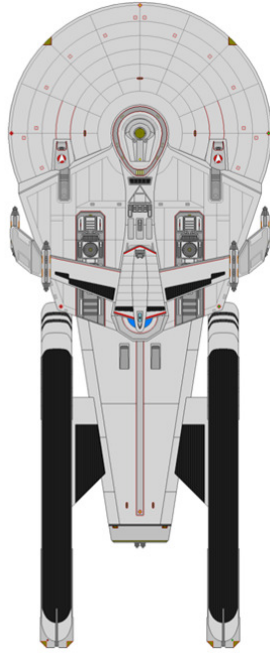
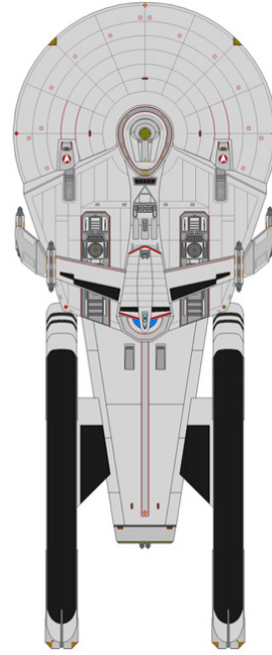
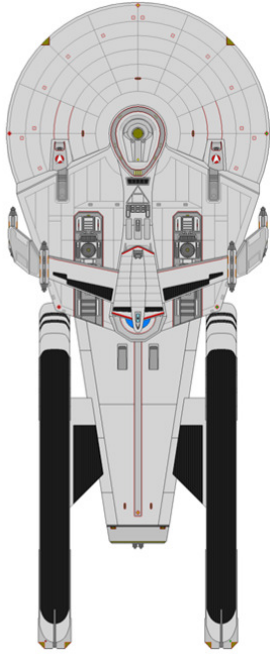


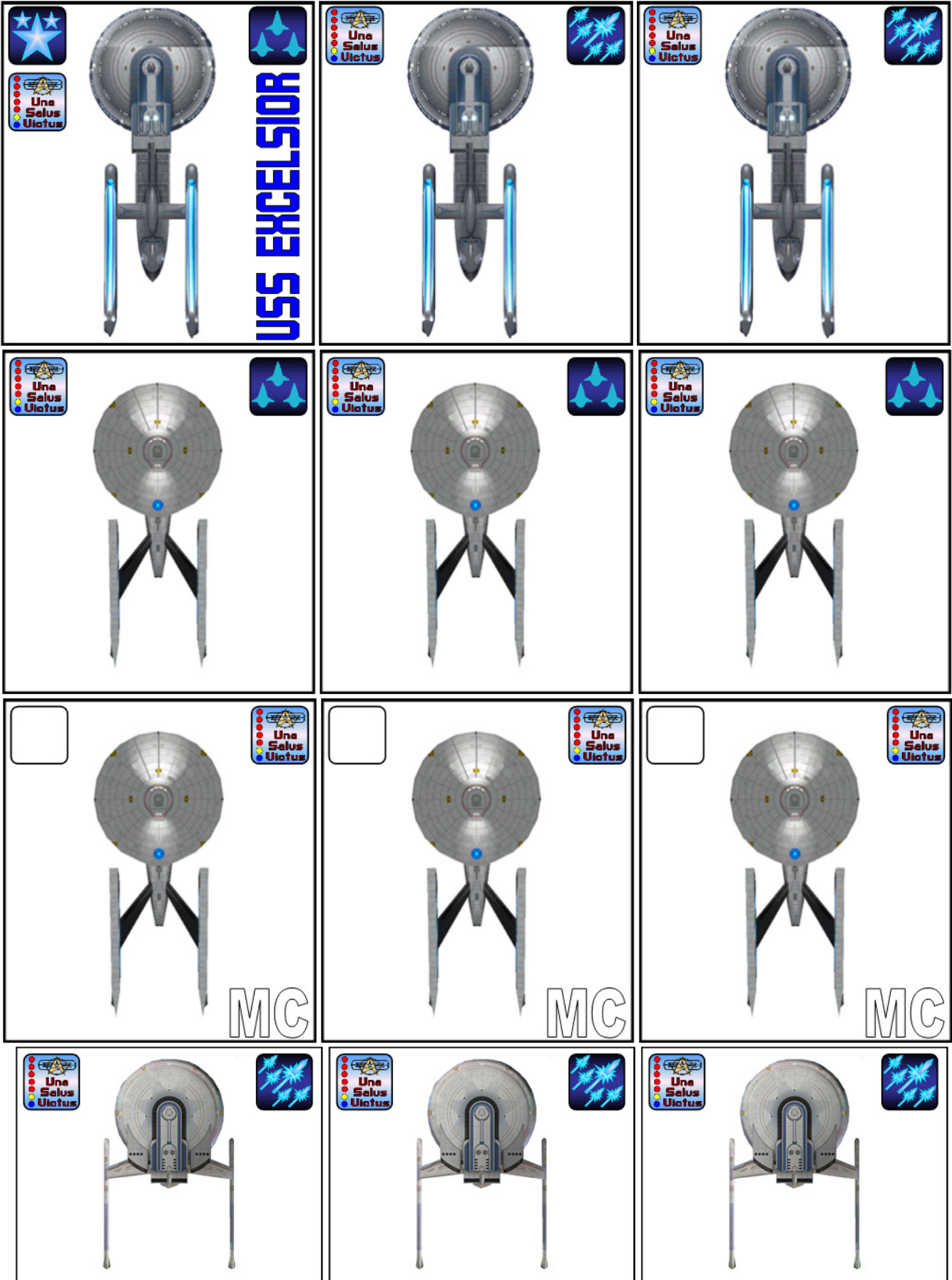
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STAR TREK
QUADRANT AT WAR
EDITION 1.0A

4 WAY WAR

THE KLINGON EMPIRE
FORCES & FLEETS BOOK



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WHAT YOU WILL NEED

Welcome to a Quadrant that is in great turmoil, political stress, and galactic upheaval as 8 great superpowers are pitted against each other as they try to keep their civilisations alive during many conflicts. The game is played with flat two dimensional counters representing the various types of unit available to fleet commanders. In addition to these counters players are also required to have fleet rosters as well as an understanding of the rules, which is where this rulebook comes in.

In order to play you will need a suitable space to play a game, printed off fleet counters, (at least) two players with a desire to fight for their chosen race, as well as a few more essential items not given to you in the rulebook or faction books.

Dice: Ordinary six-sided dice. You'll need/want a lot of these preferably in two different colours to distinguish which dice rolls are yours and which are your enemies.

"Other" Dice: Exactly like the above six-sided dice except a plain or bland colour. These dice are usually used for keeping track of the number of hits during the tactical phase a ship might sustain after being fired upon. Not essential but very useful in the long run.

Measuring Instrument: A tape measure is usually the measuring instrument of choice for many tabletop gamers but sometimes a 30cm or 45cm ruler can be used for smaller games that do not have weapon ranges that exceed these values.

Printer & Card: Counters are flat two dimensional images of what the ship type or size is. A printer is required to print off your chosen fleet or two. Due to the nature of the game it is best to print off the counters on to card or card stock and then cut out the counters from there. Card makes the counters have weight so they don't blow away easier, also they are more durable than using paper. You can print off on to paper and then back them using card if you so wish but this may require a little personal time more than printing straight on to card.

USING DICE

In Quadrant at War, as stated before, you'll be need lots of ordinary six-sided dice to resolve actions such as shooting weapons, resolving ship-to-ship combat, bringing in reinforcements, or rallying your fleeing units. These are usually referred to as 'D6' and if you need to roll more than one dice it is referred to '2D6' with a value between 2 and 12. The value before the D6 will generally go up depending on the number of dice required.

On some occasions, and with some abilities or weapons, the players are given the chance to reroll dice. Exactly how it sounds as the player can choose to pick up the dice and roll them again but the second outcome of that reroll must be accepted even if the values are worse than the first. No dice may be rerolled more than once.

UNIT TYPES

Quadrant at War let's players fight with everything from tiny but extremely agile Escorts and Frigates to the terrifying Dreadnoughts and Battleships that dominate any battle zone or sector they are deployed to. From the smallest to the largest, every ships has a role within a fleet and complements each other in combat as those deadly Battleships can easily be overrun but waves of smaller frigates, boarded, and taken over.

The counters used to play Quadrant at War are referred to as units in the rules that follow. Each unit is an individual playing piece with its own capabilities. A unit may consist of a single counter or several counters placed close together, but in the rules both of these things are simply referred to as units.

Escorts & Frigates: these small agile and quick attack ships are usually represented in a squadron of 3 in the counter but grouped together to form a single unit. It is not uncommon to see multiple Frigate units in one grouping as, while they are quick, they are also fragile.

War Destroyers & Destroyers: these units, like the Frigates, are grouped together in squadrons of 2 in a single counter, but represent the next step in ship size and class. Also like the Frigates, the Destroyers can be seen grouped together to form a much larger unit consisting of several squadrons.

Light & Medium Cruisers: the cheaper alternative the Heavy versions, the cruiser is the mainstay, the backbone of the fleet, both supporting and spearheading enemy lines. Each race is inherently different in the way they use their cruisers but an all round ship none the less. Usually come in a single solitary unit but supported by multiple others.

Heavy & Battle Cruiser: these units are pinnacle of cruiser design and can usually stand alone against smaller classes of ship if command correctly. Usually fielded as singular units they have been seen to work in pairs or even triplets, forming a wolf-pack to hunt down enemy capitals.

Dreadnoughts & Fleet Carriers: the first of the larger ship classes and usually the deciding point of where to start a fleet from. While they can throw out vast amounts of firepower at the enemy they are a massive resource sink and a high priority target to enemy battlegroups that can get it into range. Singular in nature and very, very rarely seen in formation with another of the same type.

Battleships & Super Battleships: the largest of the large, these vessels demand both respect and fear as they can dominate the battlefield wherever they are deployed. Like the Dreadnoughts they are a massive resource sink and a sizable target for agile, quick wolf-packs.

Fighters & Shuttles: not represented in counter form as of yet as they are far too fragile to be of any use before they are eliminated at range. Represented as a weapon choice.

Data Sheets

In Fleet/Battles/Campaign books you can find a set of data sheets for the various classes of starship used in Quadrant at War. The starship data sheets give you a set of characteristics for units which tell you how fast they are, how strong their shields are, cost, and various other attributes. For example here's the data for a Klingon frigate and a Klingon cruiser.

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Frigate	35cm	15cm	1	2+	F	1	
D7 Battlecruiser	20cm	30cm	4	5+	B	4	Cloaking
B10 Battleship K-Refit	10cm	45cm	8	6+	R1	7	

Class: The type of unit it is.

Speed: This is the distance in centimetres that unit can move each turn while still firing its weapons fairly effectively. It is possible for units to move faster than this if you wish but their shooting will be far less effective.

Range: The maximum range of the unit's weaponry in centimetres.

Firepower: This number represents how effective the unit is when it shoots. The higher the number the better. Some units are armed with special race-specific weaponry and these will usually be noted in the Specials column.

Shields: This number shows how well protected the and/or difficult to damage the unit is. Basically the opponent has to roll this number or higher on a D6 to score a hit on the unit when he fires at it. The D7 Battlecruiser is the pinnacle of Klingon design and is tougher than that of a Frigate so the value of the Shield value represents this.

Grade: Used for creating Battlegroups, formations, and fleets for use within the game. The Grade represents the size, balance, and cost of the unit. Starting from Frigates of an F class all the way to Battleships that are represented by an R1 class. Unit sizes and capabilities are ranked from smallest to largest by the following: F>E>D>C>B>A>L>R3>R2>R1. More about the grading system is covered in the Quadrant At War section described late within the rulebook.

STS: This number represents how many effective the unit is when it engages in Ship-To-Ship combat. The higher the number means more attacks.

Special: This column will either be blank or it will have one or multiple words within it. Each of these words represents either a special weapon the ship has installed, a special type of equipment that leads to an ability that can be used during a game. The abilities will either be a constant effect or used as part of an action, like a special weapon.

How to Use Fleet Lists

Unlike most wargames where fleets, units, and other such types of armies have point values attached to them, Quadrant at War does not. As mentioned previously, units are separated into Grades, beginning with F and ending with R1. F Classes tend to be the smallest of ships, usually escorts and police vessels, too weak to fight against larger ships alone. E Classes are the backbone of a fleet mostly forming Destroyers and War Destroyers. D Classes are Light Cruiser and the mixture of speed of an E class, and the firepower of a C Class.

C Classes are early Cruiser or Medium sized ones than are just shy of a Heavy Cruiser. Overall these ships tend to be more specialised than Heavy ones though lack firepower. B Classes are the pinnacle of the smaller ship; the Heavy Cruiser, prime examples of this type is the Constitution class for Starfleet. A Classes are Battle Cruisers, just shy of a Dreadnought but not lacking in speed and manoeuvrability.

O Classes represent the slot for Officer units. There always needs to be an officer unit within a battlegroup in order for ships to be used in a game. O classes can be any grade of ship from the highest Grade available on the list, what the restrictions say, or below. R3 Classes are dreadnought-sized Carriers that carry more STS attacks than most ships in the R-category. R2 Classes are Dreadnoughts, more powerful than any type of cruiser but comes at a price of speed. R1 Classes are Battleships, the toughest of the tough, biggest of the big, they have more firepower than an entire battlegroup of E classes.

Blades of Qo'Nos						0-4				
	F	E	D	C	B	A	O	R3	R2	R1
Core					10		2			
Optional						5	1			
Reinforcements										
Specials/Restrictions										
If a single or more Might of Qo'Nos battlegroups are taken <u>NO</u> other types of Battlegroup can be taken with the exception of Birds of Prey.										

Fleet lists look like following ones below. Each one has a battlegroup name, restriction on the minimum and maximum allowed, the ship grades, 3 fleet options, and any special or restrictions for said battlegroup type. The battlegroup has a Core line, this represents the main part of the battlegroup and the player can choose which unit from a list they can use. Optional is sometimes not there but offers different values, sometimes in different Grade columns.

Reinforcements, like the title suggests, gives the player some extra units either to bring on during a battle or if some of their units are destroyed. However if you choose the Optional choices you will loose the Reinforcements, if any, that are available for the battlegroup.

Fleet lists look like following ones below. Each one has a battlegroup name, restriction on the minimum and maximum allowed, the ship grades, 3 fleet options, and any special or restrictions for said battlegroup type. The battlegroup has a Core line, this represents the main part of the battlegroup and the player can choose which unit from a list they can use. Optional is sometimes not there but offers different values, sometimes in different Grade columns.

Sector Control						0-2				
	F	E	D	C	B	A	O	R3	R2	R1
Core		4	1				2			
Optional	2		4				1			
Reinforcements	2						1			
Specials/Restrictions										
If the Optional choice consists of all D5 Cloaking War Cruisers then all other units gain Cloaking also.										

How to Use Fleet Lists

For a basic Engagement scenario it will either state the maximum amount of battlegroup slots the players have available or the players themselves can set a number. The more battlegroup slots that are used the more printing is required, as is both tabletop space for it be played on as well as the time to play. The game can be played with a single battlegroup facing off a single battlegroup should the players wish it however on average a good size is around 4-7 battlegroup slots per player.

Upgrades and Refits

All races in some form or another have refits for their selection of ships. This will be a prefix at the end of the unit type such as X-Refit or Plus Refit for example. These refits tend to upgrade that ship class by removing a negative for the ship, adding extra value to either Firepower or STS, and in some cases even add range and/or speed. As mentioned before there will be a maximum limit on how many battlegroups can be taken within a game and selecting a single refit will take up a single battlegroup slot as it affects the entire fleet. In narrative terms resources have been used to retrofit all of your fleet ships enabling them to fight better but at the cost of producing more available ships at your shipyards.

Upgrades are similar to Refits in that they will upgrade either a single ship in your fleet for the cost of a battlegroup slot or the entire fleet itself. While Refits focus more on adding values to current ship listings, upgrades aim more toward adding special abilities to the entire fleet, removing negative race specific abilities, or adding new abilities that are released in future expansions without needing to redo or reprint your entire fleet. Due to these rules, upgrades cost 2 battlegroup slots instead of 1 however they can be worth it in the long run.

Limitations

ol				0-2		
	C	B	A	O	R3	R2
				2		
				1		
				1		
Restrictions						
s of all D5 Cloaking War Cruisers s gain Cloaking also.						

When players have chosen their scenario or the basic Engagement mission (*covered in the fleet books*) they choose their fleet as described in the past few pages. There are limitation on how many battlegroups of a certain type can be taken. The red circle shows where you can find out how many of that type of battlegroup can be taken, usually a 0-X will be shown. You can never exceed this number of battlegroups unless your opponent or the mission says otherwise. In other cases of Limitations some may start with a 1-X meaning you must take one of these battlegroups no matter what mission you are playing, and it will take a battlegroup slot in the process.

The Klingon Empire

Details

Qo'nos, the barely habitable Klingon home world forms the capital of the Klingon Empire. Much like the Federation, the Klingon Empire is a conglomerate of races with one race, the Klingons, being the predominant race. However, this similarity ends here. Instead, to be an alien in the Klingon Empire is to be a subservient 'under' race. The Klingons quite brutally keep their underlings in line and only Klingons may hold command positions or fire weapons. Also, where the Federation is idealistic and economically aggressive, the Klingon Empire is militarily aggressive and economically unstable. On occasions, in its pursuit of grander and more powerful vessels, the Klingon Empire has almost made itself bankrupt to push the boundaries of military technology. Otherwise, the existence of a Klingon warrior is that which is most Spartan.



There are few 'luxuries' aboard Klingon ships, and little room is left for expansive scientific facilities. Arguably, the only reason a Klingon would have a science officer is simply to divine how better to destroy the enemy. The Klingon vessels are very much an avatar of the Klingon way of war. Often, the Klingons have weaker rear shields and most of their weapons point in forward arcs, for what is the point of shooting if you are running like a cowardly Targ?

Perhaps an air of impatience is also mirrored in the prime choice of Klingon heavy weapon; the 'Disruptor'. The disruptor is weaker than the Federation photon torpedo, but fires much faster. The disruptor is also seconded by missile racks, of which the Klingons tend to carry more, *but usually with slightly inferior quality.*

The Klingons have a relationship of sorts with the Lyran Star Empire and the Romulans. The enmity between the Romulans and Federation has been a cause of a number of treaties between the Romulans and the Klingons, and the Klingons even provided the Romulans with some ships as part of these treaties, allowing the Romulan fleet to expand and finally become something to be feared. Klingon vessels have large numbers of weapons with wide fire arcs, to represent their

The Klingon Empire - Special Rules

Strategy Rating: 5 / Command Range: 25cm

High Manoeuvrability: All vessels except R3, R2, and R1 grades can move out or in to Danger Close as a free action and without needing a Helm or STS action. If they do not do this, and if they do not fire at an enemy battlegroup that turn then they gain a free Move Action during the Engineering Phase.

Advanced Impulse Engines: All vessels are 5cm quicker than their opponents, and this benefit is added to their vessel profiles.

Offensive Doctrine: If the Klingon player rolls a natural 6 during the Initiative sub-phase then ALL Klingon ships are assumed to be 'In Command' that turn even if they are not.

Warrior Code: Ship-To-Ship rolls can be rolled if the first outcome is a 1, and only 1, any other number does not apply. The rerolls' outcome must be accepted however.

Weaker Shielding: The Shield value for all Klingon ships that are hit from the side is at a -1 (e.g. a 5+ becomes a 4+), and the rear at a -2, (e.g. a 4+ becomes a 2+). The negative modifier can never exceed a 2+.

Disruptors: 50% of a unit's maximum range and deals 1 damage per hit, however enemy shield value is at a -1. There is no icon for this weapon as it is standard for all Klingon star-ships.

Cloaking Device: In the Command Phase you may redeploy the following size classes within the below distances but all Firepower and STS attacks are reduced to a value of 1:

- > Escort/Frigate/Destroyer = 30cm
- > Light/Heavy/Battle Cruiser = 30cm
- > Carrier/Dreadnought/Battleship = 20cm

Unlike the Romulan Cloaking Device the Klingons require a Command Action. Only one is needed and there must be a single Officer unit available to do it. Requires a 4+ on a D6 for all units in the fleet to be able to perform a Cloak Action.

FLEET REFITS & UPGRADES

B-Refit
Ignores the weaker Shields special rule.
Cost: 1 slot

K-Refit
+2 Firepower -1 STS -5cm Range
Cost: 1 slot

The Klingon Empire - Units

GRADE F - Escorts & Frigates

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Escort	40cm	5cm	0	2+	F	1	Scout
Escort B-Refit	40cm	5cm	0	2+	F	1	Scout
Escort K-Refit	40cm	1cm	2	2+	F	0	Scout
Drone Escort	40cm	5cm	1	2+	F	0	Scout, Missiles(1)
Cloaking Escort	40cm	5cm	0	2+	F	1	Cloaking
Commando Escort	40cm	5cm	0	2+	F	2	Boarding(1)
Battle Escort	40cm	15cm	0	2+	F	2	Dogfight
Frigate	35cm	15cm	1	2+	F	1	
Commando Frigate	35cm	15cm	1	2+	F	3	Boarding(1)
Frigate Leader	35cm	15cm	1	2+	F	1	Officer
Frigate B-Refit	35cm	15cm	1	2+	F	1	
Frigate Leader K-Refit	35cm	15cm	1	2+	O	1	Officer
Cloaking Frigate	35cm	15cm	1	2+	F	1	Cloaking
Battle Frigate	35cm	15cm	3	2+	F	0	Missiles(1)

Grade E - Destroyers & War Destroyers

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
War Destroyer	30cm	20cm	2	3+	E	3	Dogfight
War Destroyer Leader	30cm	20cm	3	3+	O	2	Officer
War Destroyer K-Refit	30cm	15cm	4	3+	E	2	
War Destroyer Leader K-Refit	30cm	15cm	5	3+	O	0	Officer

GRADE D - Light Cruisers

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
D5 War Cruiser	25cm	25cm	3	4+	D	3	
D5 War Drone Cruiser	25cm	25cm	5	4+	D	0	Missiles(1)
D5 War Commando Cruiser	25cm	25cm	1	4+	D	3	Boarding(1)
D5 War Cruiser K-Refit	25cm	20cm	5	4+	D	2	
D5 Cloaking War Cruiser	25cm	25cm	4	4+	D	3	Cloaking
D5K New Heavy Cruiser	20cm	30cm	4	5+	D	3	Armoured
D5K New Heavy Command Cruiser	20cm	30cm	5	5+	O	3	Officer

GRADE C - Medium Cruisers

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
D6 Battlecruiser	20cm	30cm	4	5+	C	4	Armoured
Drone D6 Battlecruiser	20cm	30cm	4	5+	C	4	Missiles(1)
Commando D6 Battlecruiser	20cm	30cm	4	5+	C	4	Boarding(2)
Commando D6 Battlecruiser B-Refit	20cm	30cm	4	5+	C	4	Boarding(2)
Drone D6 Battlecruiser B-Refit	20cm	30cm	4	5+	C	4	Missiles(1)
D6 Battlecruiser B-Refit	20cm	30cm	4	5+	C	4	Armoured
D6 Battle Carrier	20cm	30cm	4	5+	C	4	Carrier
D6 Battle Carrier K-Refit	20cm	25cm	6	5+	C	3	Carrier
D6 Battlecruiser K-Refit	20cm	25cm	6	5+	C	3	Cloaking

Army lists continued on the next page

The Klingon Empire - Units

Grade B - Heavy Cruisers

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
D7 Battlecruiser	20cm	30cm	6	5+	B	4	Cloaking
D7 Battlecruiser B-Refit	20cm	30cm	6	5+	B	4	Cloaking
Command D7 Battlecruiser	20cm	30cm	6	5+	O	4	Officer, Cloaking
Command D7 Battlecruiser K-Refit	20cm	25cm	8	5+	O	3	Officer, Cloaking
Drone D7 Battlecruiser	20cm	30cm	6	5+	B	4	Missiles(2)
D7 Battle Carrier	20cm	30cm	4	5+	B	6	Carrier
D7 Battle Carrier K-Refit	20cm	25cm	3	5+	B	8	Carrier

Grade A - Battle Cruisers

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
D7 Battlecruiser K-Refit	20cm	25cm	8	5+	A	3	Cloaking
Heavy Command Cruiser	20cm	30cm	6	5+	O	5	Officer
Heavy Battlecruiser	20cm	30cm	6	5+	A	6	Cloaking
Heavy Battle Carrier	20cm	30cm	4	5+	A	8	Carrier
K'Tinga Battlecruiser	20cm	30cm	6	5+	A	6	Cloaking

Grade R3 - Carriers

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
C8 Dreadnought Carrier	15cm	35cm	4	5+	R3	8	Carrier
C8 Dreadnought Carrier K-Refit	15cm	30cm	6	5+	R3	7	Carrier

Grade R2 - Dreadnoughts

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
C9 Dreadnought	15cm	35cm	7	5+	R2	4	
C8 Dreadnought	15cm	35cm	6	5+	R2	7	
C9 Dreadnought B-Refit	15cm	35cm	7	5+	R2	4	
C8 Dreadnought B-Refit	15cm	35cm	6	5+	R2	7	
C9 Dreadnought K-Refit	15cm	30cm	8	5+	R2	6	
C8 Dreadnought K-Refit	15cm	30cm	9	5+	R2	3	
C10 Heavy Dreadnought K-Refit	15cm	35cm	10	6+	R2	4	

Grade R3 - Battleships

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
B10 Battleship	10cm	45cm	8	6+	R1	7	
B10 Battle Carrier	10cm	45cm	6	6+	R1	8	Carrier
B10 Battleship K-Refit	10cm	40cm	12	6+	R1	6	
Super Battleship	10cm	60cm	10	6+	R1	9	Missiles(2), Officer

The Klingon Empire - Battlegroups

Birds of Prey							0-3			
	F	E	D	C	B	A	O	R3	R2	R1
Core	7						1			
Optional										
Reinforcements	4									
Specials/Restrictions										
If the Optional choice is not taken within this Battlegroup the <u>Officer</u> unit is upgraded to a <u>Strike Commander</u> .										

Sector Control							0-2			
	F	E	D	C	B	A	O	R3	R2	R1
Core		4	1				2			
Optional	2		4				1			
Reinforcements		2					1			
Specials/Restrictions										
If the Optional choice consists of all D5 Cloaking War Cruisers then all other units gain Cloaking also.										

Claws of Qo'Nos							0-1			
	F	E	D	C	B	A	O	R3	R2	R1
Core				6			1			
Optional										
Reinforcements				4			1			
Specials/Restrictions										
The Officer for the Claws can be a Grade C unit with the Officer ability but removes the reinforcement for it.										

Internal Security Force							0-2			
	F	E	D	C	B	A	O	R3	R2	R1
Core	5	4	1	1			1			
Optional										
Reinforcements										
Specials/Restrictions										
Officer unit must be a Grade C class and any type the player wants. All Grade F ships must have the Scout ability.										

Blades of Qo'Nos							0-4			
	F	E	D	C	B	A	O	R3	R2	R1
Core					10		2			
Optional						5	1			
Reinforcements										
Specials/Restrictions										
If a single or more Blades of Qo'Nos battlegroups are taken NO other types of Battlegroup can be taken with the exception of Birds of Prey.										

Attack Wing							0-4			
	F	E	D	C	B	A	O	R3	R2	R1
Core	3				4		1			
Optional			1			2	1			
Reinforcements										
Specials/Restrictions										
The Attack Wing is built for seizing territory quickly and then moving on, as such units with Missile weapons can not be taken in this battlegroup.										

The Klingon Empire - Battlegroups

Heavy Support							0-1			
	F	E	D	C	B	A	O	R3	R2	R1
Core							1		1	
Optional							1	1		
Reinforcements									1	
Specials/Restrictions										

Carrier Support							0-1			
	F	E	D	C	B	A	O	R3	R2	R1
Core							1	2		
Optional				3	2		2			
Reinforcements							1	1		
Specials/Restrictions										
All units for this battlegroup must have the Carrier ability or it can not be taken, with the exception of the Officer unit.										

Arrow Drone Force							0-3			
	F	E	D	C	B	A	O	R3	R2	R1
Core	7						1			
Optional				3	1					
Reinforcements	2									
Specials/Restrictions										
All units chosen, except for Officers, must have the Missile ability otherwise it can not be chosen.										

Line Breaker							0-2			
	F	E	D	C	B	A	O	R3	R2	R1
Core	5						1		1	
Optional										
Reinforcements	4								1	
Specials/Restrictions										
All Grade F units must be Frigates without Cloaking. Officer must be a War Destroyer Leader.										

Bat'leth Battalion							0-3			
	F	E	D	C	B	A	O	R3	R2	R1
Core				5			1			
Optional	3		4							
Reinforcements										
Specials/Restrictions										
All units must have the Boarding ability except for the Officer. Officer can be a Grade C or less.										

Might of Qo'Nos							0-1			
	F	E	D	C	B	A	O	R3	R2	R1
Core							1			1
Optional										!
Reinforcements										
Specials/Restrictions										
(!) The Optional must be a Super Battleship. If this is chosen no other battlegroup with an R-Grade unit choice can be taken.										

The Klingon Empire - Fleets

Black Staff



The Klingon Defence Forces' special force is the Black Staff who call themselves 'midshipman for the Black Fleet'. The Klingon Afterlife is called Sto'Vo'Kor, within there is a fleet called the Black Fleet on which the greatest warriors and commanders serve. The Black Staff receives missions of the utmost concern to the Klingon Empire, often dealing with internal threats from Klingon subject races. They also work with the Klingon intelligence services to perform espionage missions.

The Black Staff is greatly feared amongst other Klingon captains, and also by bureaucrats belonging to non-Klingon subject races, on whom the eyes of the Black Staff rest. Black Staff commanders are stoics, they often forego family, friendships, and distracting pleasures in order to best serve the empire.

Fleet Rules

All ships chosen have special counters with their abilities displayed on them, however, they have Armoured, Assault, Boarding(2), and Cloaking.

Black Staff						0-3				
	F	E	D	C	B	A	O	R3	R2	R1
Core						5	1			
Optional										
Reinforcements						5	1			
Specials/Restrictions										
All Grade A units must be K'Tinga Battlecruisers, Officer must be Grade A but upgraded to Strike Commander for free.										

Special Rules

Elite Recruitment: Black Staff can not ally to other races, fleets, or players unless they are another Black Staff fleet.

Master Crafted vessels: All Black Staff units ignore the weaker Shields as if they were upgraded with the B-Refit.

Limited Support: In a Starbase Assault Mission the fleet may use a single Heavy Support battlegroup instead of a Black Staff battlegroup.

Heavy Disruptor Cannons: In a Strike or Raid mission, *and only in these specific missions*, Disruptors can be used at full Range instead at 50% with normal firing rules applying.

The Klingon Empire - Fleets

Internal Security Forces



The Klingon Internal Security Forces, or ISF, mostly operates small ships, is a combined police, customs, tariff regulation, border patrol, search & rescue, and anti-piracy force. It is also assigned the duty of watching the various subject planets for the signs of dissidence. The ISF is inferior to the DSF in military, politics, and social standings. While it does play a major role within the empire it is very often seen as a job best

suitable for frail warriors, cowardly and dishonoured crewmen, however despite this the roles available are far more widespread than being part of the DSF or regular Klingon Navy.

Additionally the ISF has the option to deploy and retrofit aging or mothballed starships that lay within the various scrap fields orbiting shipyards of the various Klingon worlds. This means they can field ships as large as heavy cruisers but considering their age they barely make the cruiser mark.

Fleet Rules

All ships chosen have special counters with their abilities displayed on them, however, they have all Scout.

Security Forces							0-3			
	F	E	D	C	B	A	O	R3	R2	R1
Core	10						2			
Optional		3	3	3			1			
Reinforcements	10						1			
Specials/Restrictions										
Optionals can not be upgraded and are restricted to a single battlegroup using these options. The Officer can be a Light Cruiser or lower.										

Special Rules

Bad Blood: Despite having experienced commanders, *or those who have fought in many battles but have not died in battle like a Klingon should*, there is little discipline within the ranks of ISF. The strategy rating is now **Strategy Rating 3**.

Requisition of Old Starships: Any ship from The Original Series (TOS) can be used by the ISF. They can be taken as Core or Reinforcement choices but never Optional.

Primary Security: If the ISF player is Defending in a mission then all reinforcement options for the given Battlegroups are doubled.

The Klingon Empire - Fleets

Empire Security Services



The Empire Security Services includes security and counter-espionage branches, but is best known for the security forces which are on all ships to make certain that subject races do not overstep their bounds, and, *even to the latter extent*, to make certain that the officers do their duties to the Empire. Compared to the main Klingon Navy, ISF, and Black Staff the ESS are amongst the fleets keeping a watchful eye.

However, *while it is rare*, sometimes many of the ESS members join together to form a special task force that can be taken along side the rest of the Navy but they are far more elite, fanatical, and driven to complete the mission before all else fails. While they do care to keep their honour intact they will not hesitate to make examples to those who cower under fire.

Fleet Rules

You can take any Battlegroup as normal except for the following ones; Blades of Qo'Nos, Black Staff.

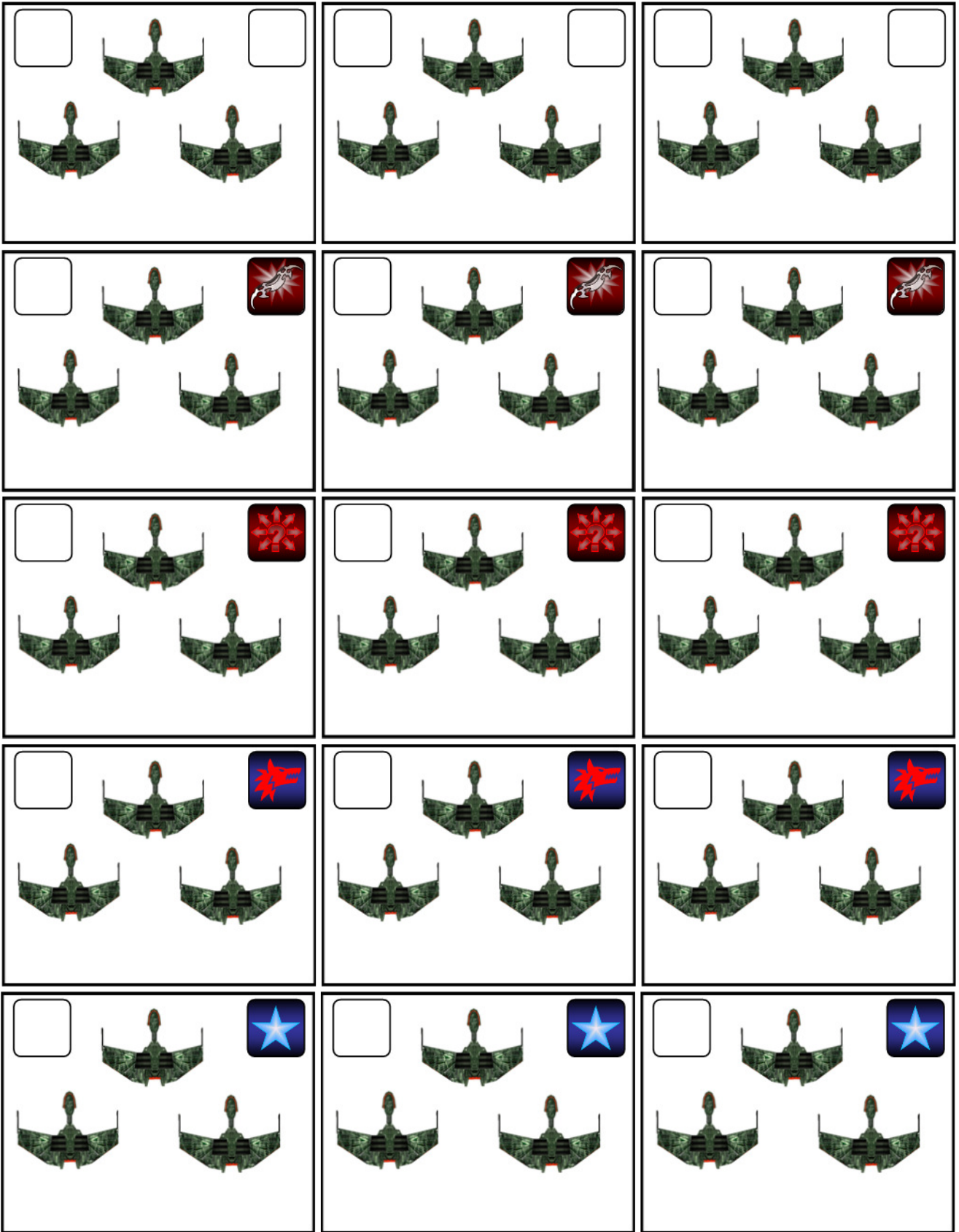
Empire Security Service							0-1			
	F	E	D	C	B	A	O	R3	R2	R1
Core				8			1			
Optional					4					
Reinforcements				4			1			
Specials/Restrictions										
All Grade C units must be D6 Battlecruisers. They can be upgraded if able to. Officer is a Command D7 Battlecruiser.										

Special Rules

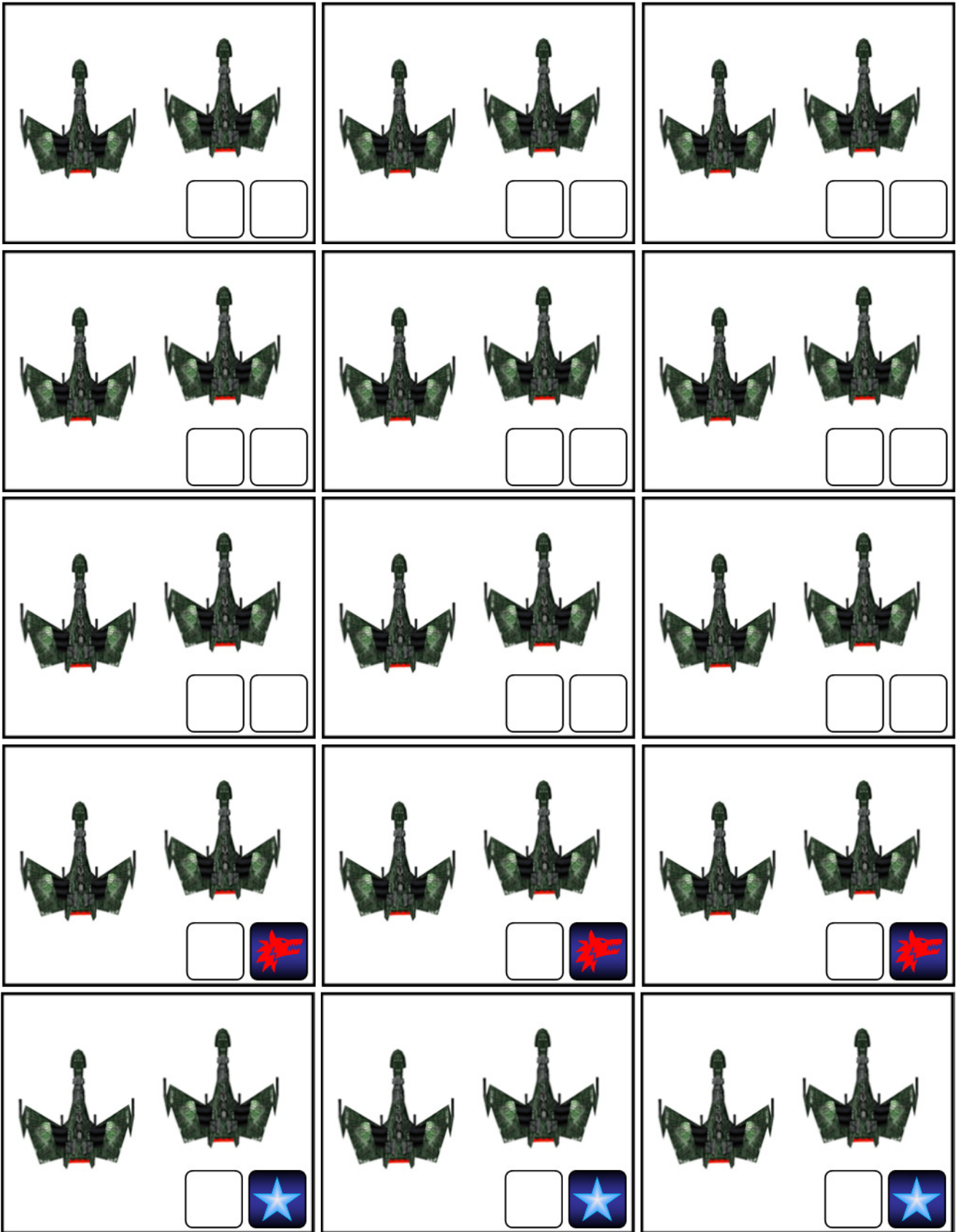
No Retreat! No Surrender!: If an Officer unit fails a Command Action or rolls a 1 when determining Initiative, the player can remove a random unit of their choice allowing a reroll. This can be done as many times as battlegroups have units.

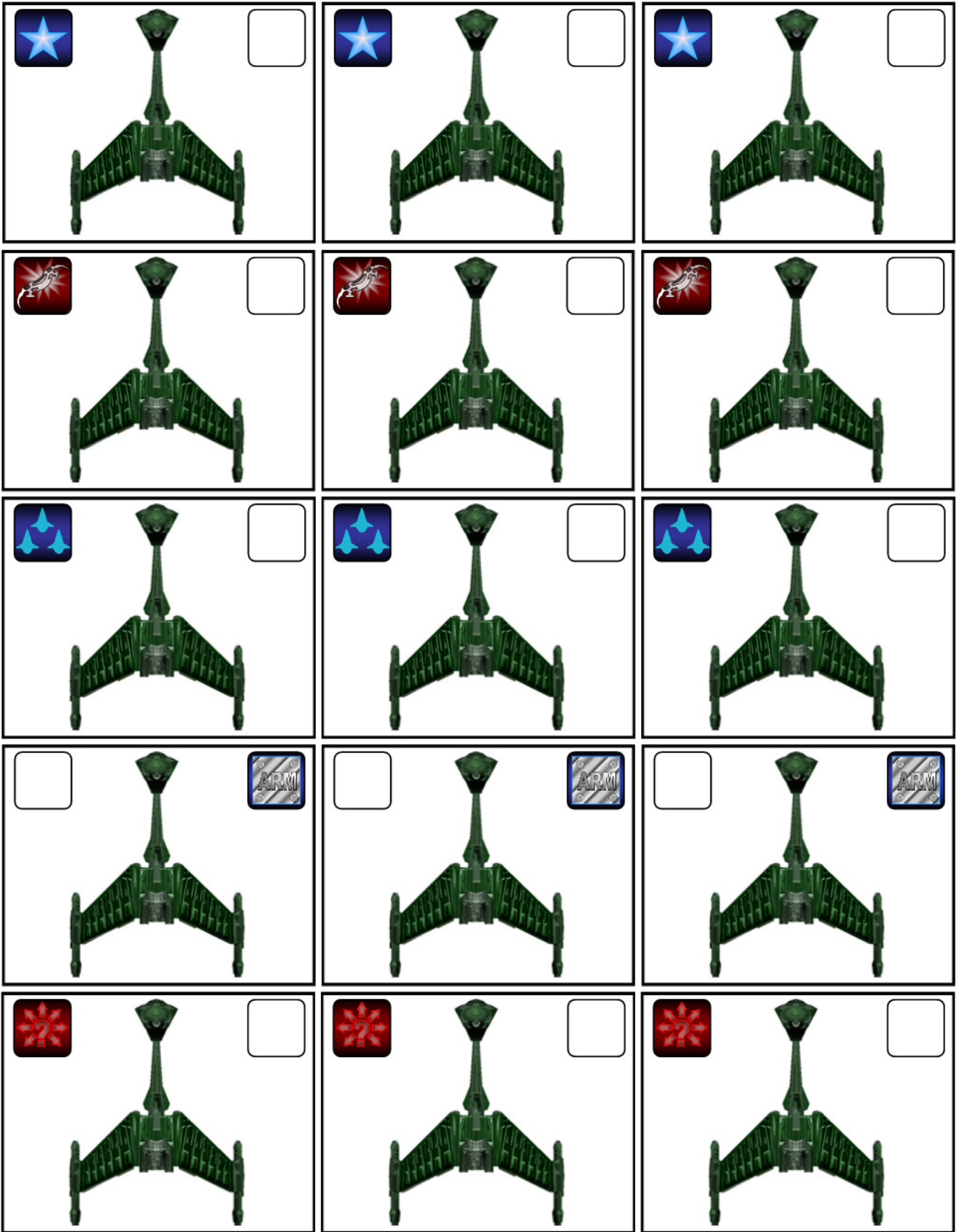
Take Command: If an Officer unit in another battlegroup is destroyed you may remove an ESS D6 Battlecruiser and replace the destroyed Officer unit as if it was not destroyed. This can be done as many times as you have ESS D6 Battlecruisers only.

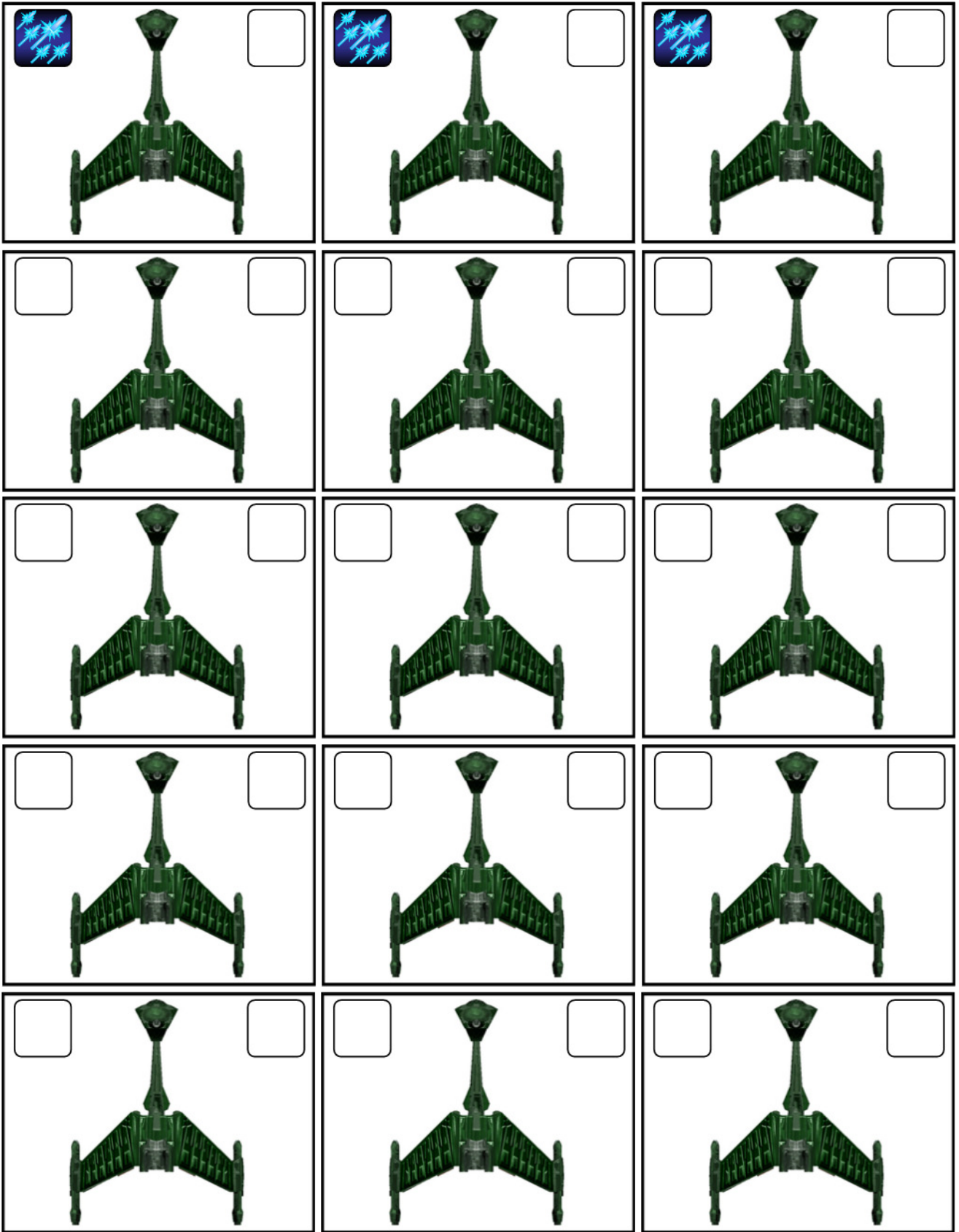
Elite Forces: When playing an Assault or Strike mission you may trade all ESS unit options, Core and Optional and replace all of them with a single **R3 Super Battleship** instead.



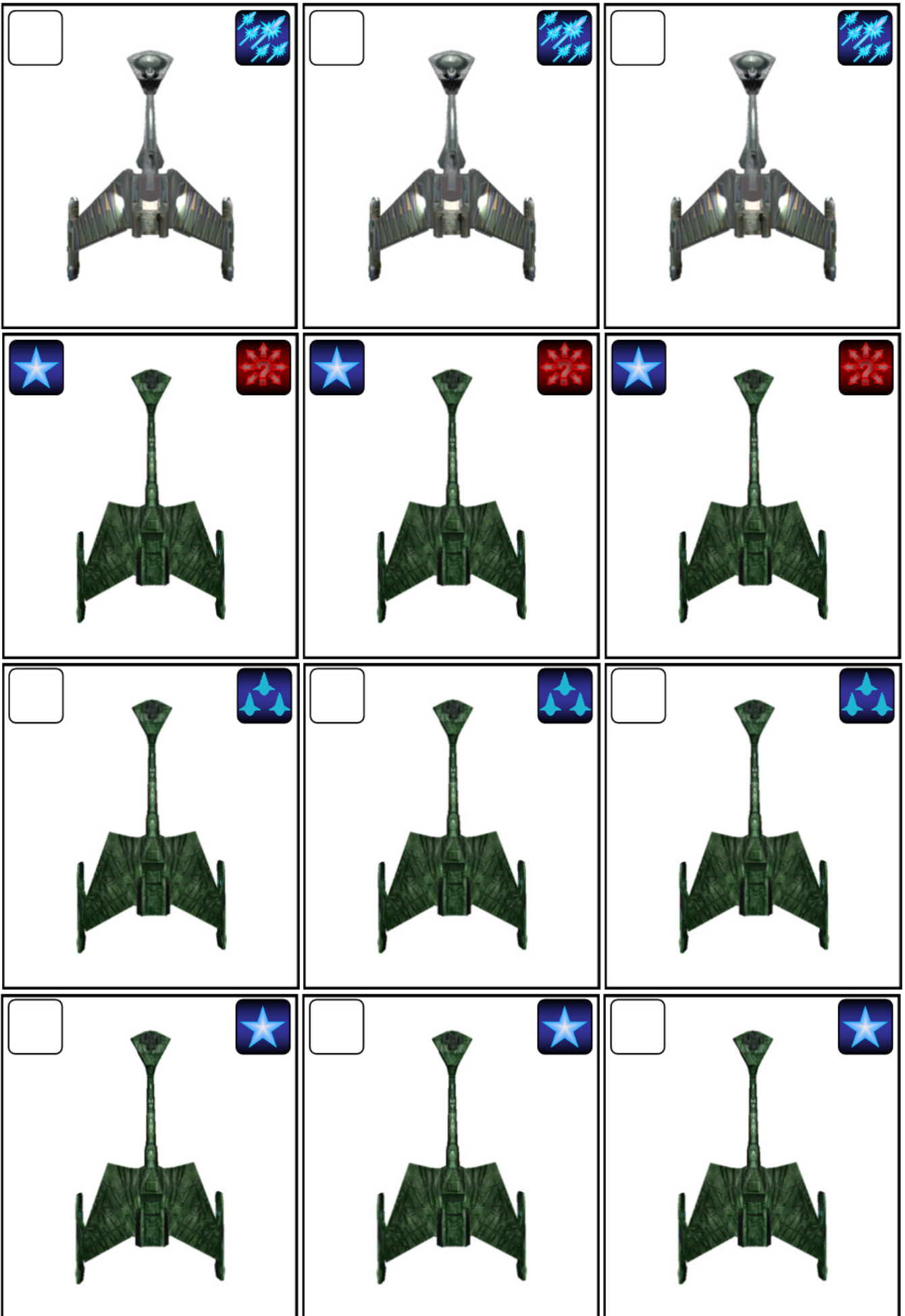


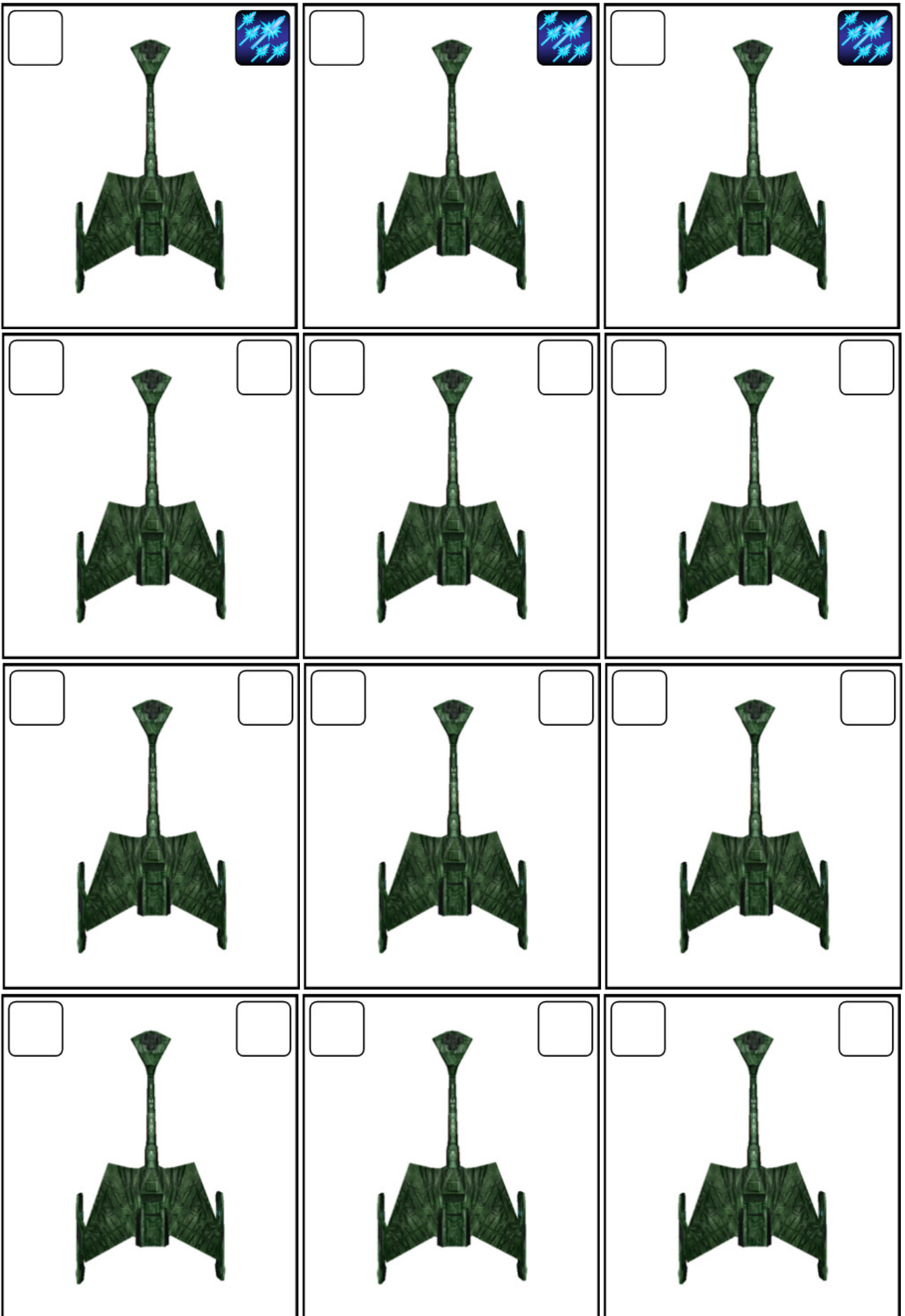


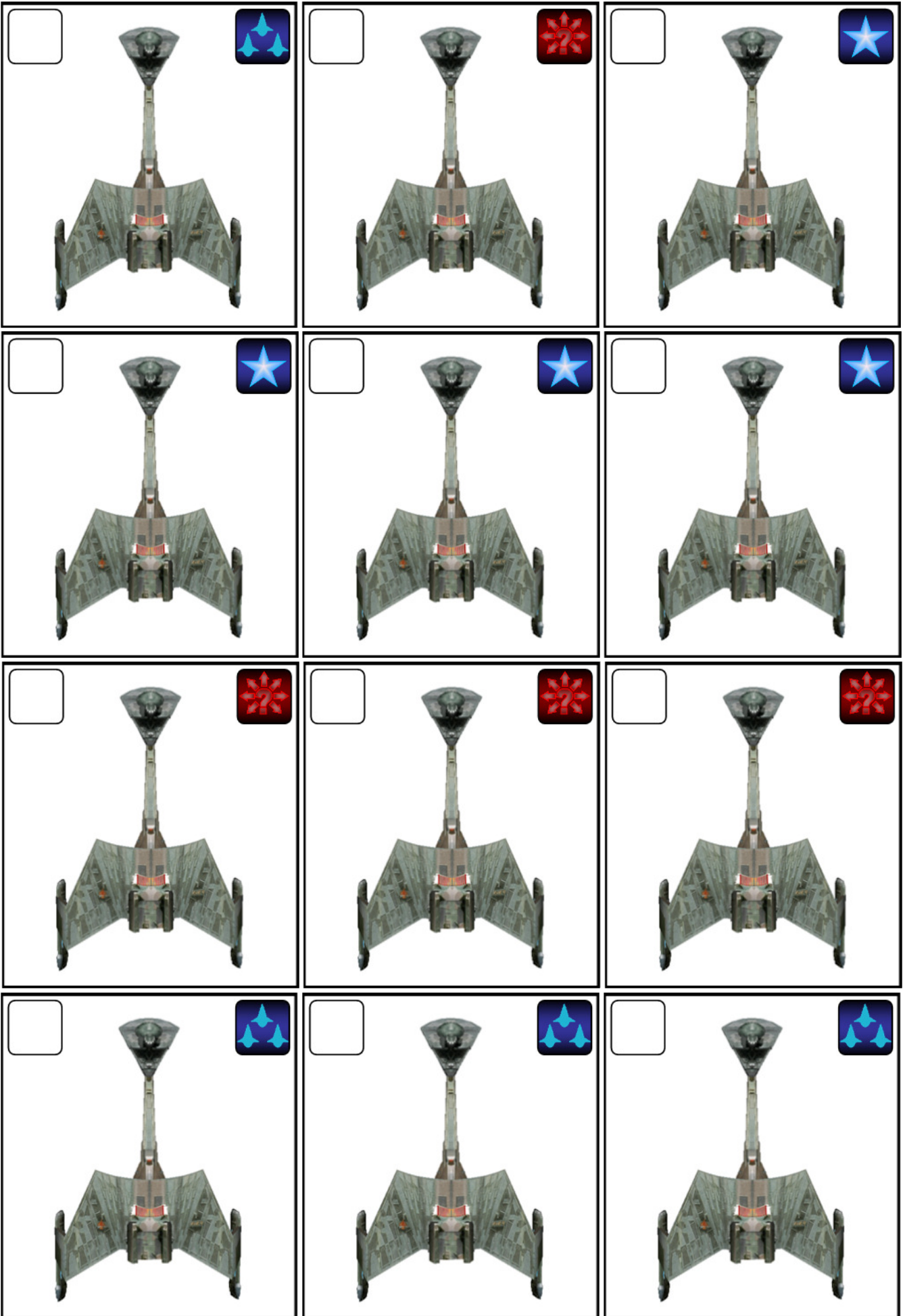


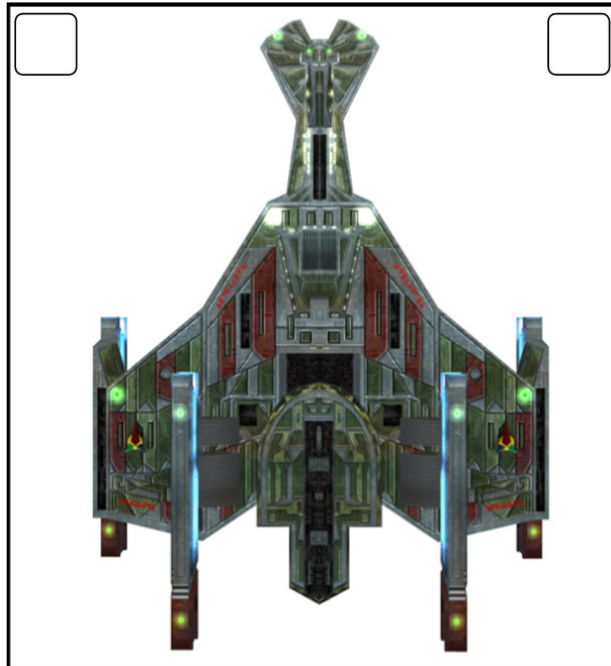
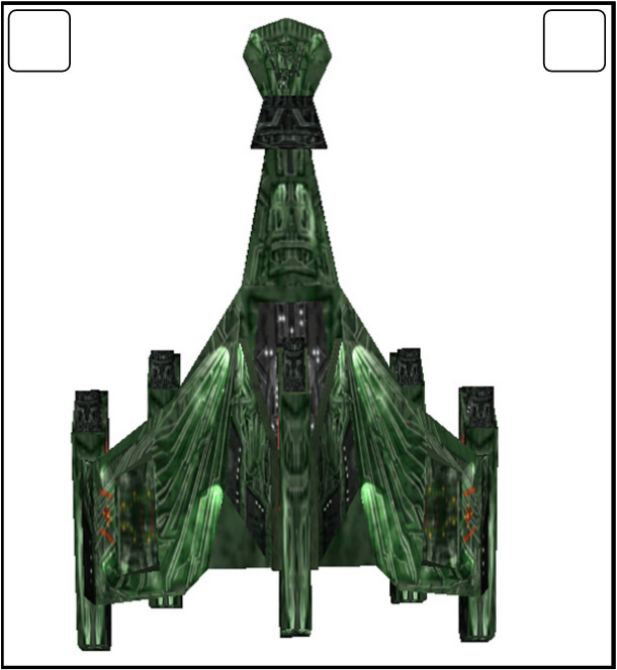
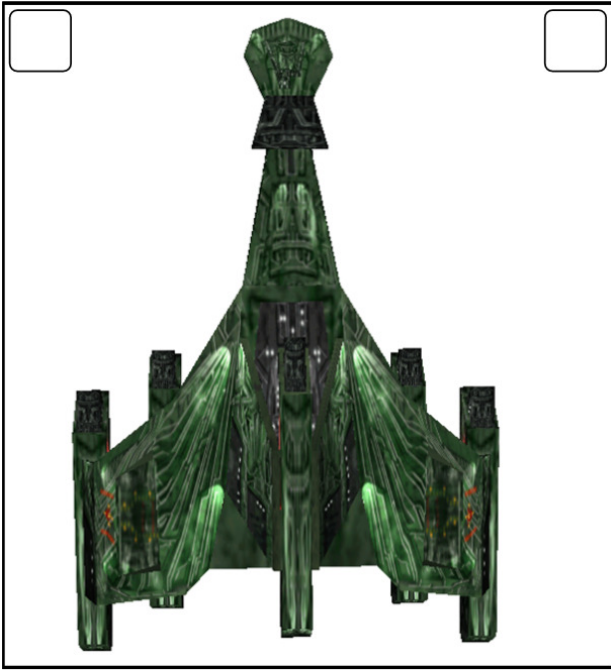


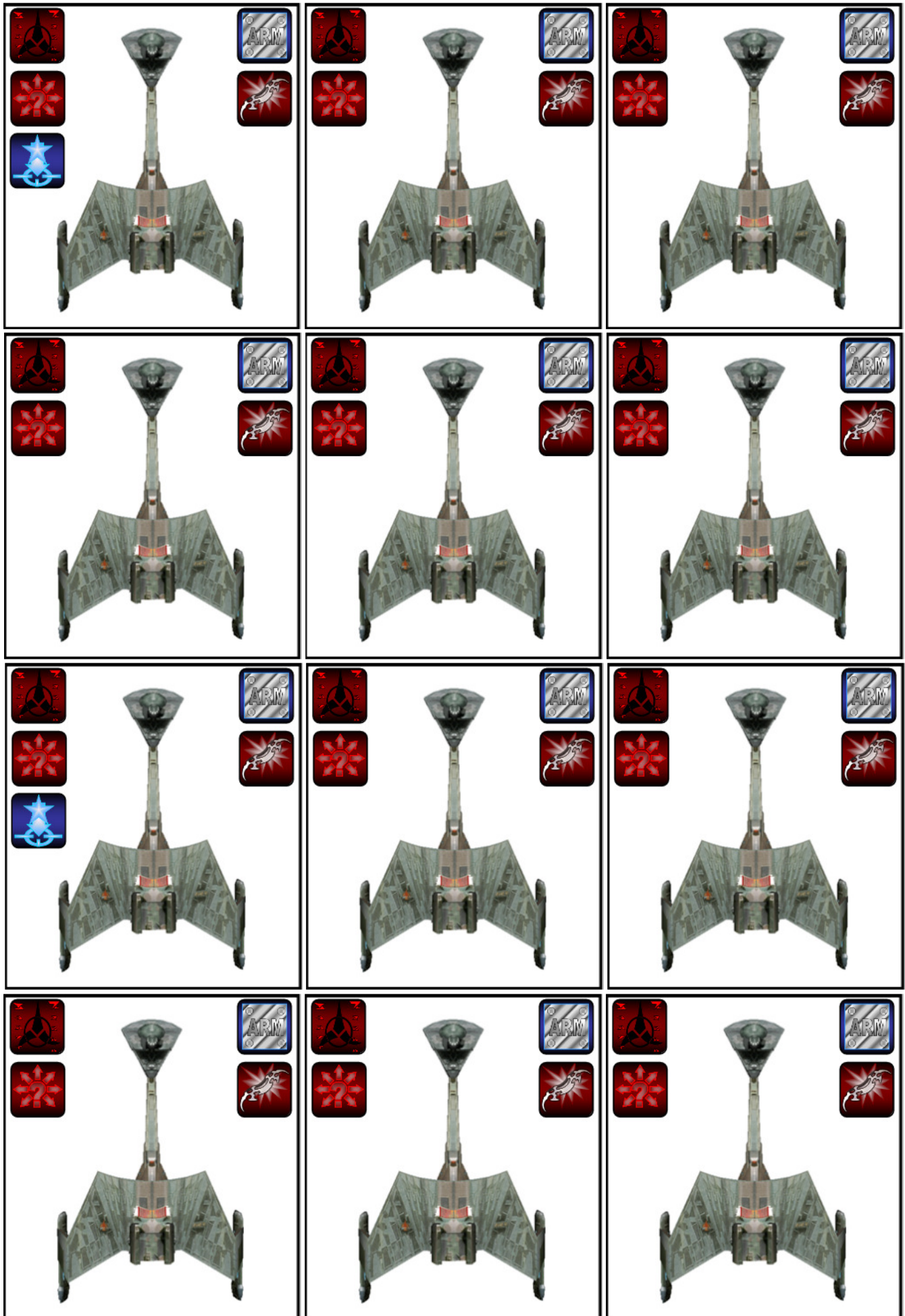














STAR TREK
QUADRANT AT WAR
EDITION 1.0A

4 WAY WAR

THE HYDRAN KINGDOMS
FORCES & FLEETS BOOK



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WHAT YOU WILL NEED

Welcome to a Quadrant that is in great turmoil, political stress, and galactic upheaval as 8 great superpowers are pitted against each other as they try to keep their civilisations alive during many conflicts. The game is played with flat two dimensional counters representing the various types of unit available to fleet commanders. In addition to these counters players are also required to have fleet rosters as well as an understanding of the rules, which is where this rulebook comes in.

In order to play you will need a suitable space to play a game, printed off fleet counters, (at least) two players with a desire to fight for their chosen race, as well as a few more essential items not given to you in the rulebook or faction books.

Dice: Ordinary six-sided dice. You'll need/want a lot of these preferably in two different colours to distinguish which dice rolls are yours and which are your enemies.

"Other" Dice: Exactly like the above six-sided dice except a plain or bland colour. These dice are usually used for keeping track of the number of hits during the tactical phase a ship might sustain after being fired upon. Not essential but very useful in the long run.

Measuring Instrument: A tape measure is usually the measuring instrument of choice for many tabletop gamers but sometimes a 30cm or 45cm ruler can be used for smaller games that do not have weapon ranges that exceed these values.

Printer & Card: Counters are flat two dimensional images of what the ship type or size is. A printer is required to print off your chosen fleet or two. Due to the nature of the game it is best to print off the counters on to card or card stock and then cut out the counters from there. Card makes the counters have weight so they don't blow away easier, also they are more durable than using paper. You can print off on to paper and then back them using card if you so wish but this may require a little personal time more than printing straight on to card.

USING DICE

In Quadrant at War, as stated before, you'll be need lots of ordinary six-sided dice to resolve actions such as shooting weapons, resolving ship-to-ship combat, bringing in reinforcements, or rallying your fleeing units. These are usually referred to as 'D6' and if you need to roll more than one dice it is referred to '2D6' with a value between 2 and 12. The value before the D6 will generally go up depending on the number of dice required.

On some occasions, and with some abilities or weapons, the players are given the chance to reroll dice. Exactly how it sounds as the player can choose to pick up the dice and roll them again but the second outcome of that reroll must be accepted even if the values are worse than the first. No dice may be rerolled more than once.

UNIT TYPES

Quadrant at War let's players fight with everything from tiny but extremely agile Escorts and Frigates to the terrifying Dreadnoughts and Battleships that dominate any battle zone or sector they are deployed to. From the smallest to the largest, every ships has a role within a fleet and complements each other in combat as those deadly Battleships can easily be overrun but waves of smaller frigates, boarded, and taken over.

The counters used to play Quadrant at War are referred to as units in the rules that follow. Each unit is an individual playing piece with its own capabilities. A unit may consist of a single counter or several counters placed close together, but in the rules both of these things are simply referred to as units.

Escorts & Frigates: these small agile and quick attack ships are usually represented in a squadron of 3 in the counter but grouped together to form a single unit. It is not uncommon to see multiple Frigate units in one grouping as, while they are quick, they are also fragile.

War Destroyers & Destroyers: these units, like the Frigates, are grouped together in squadrons of 2 in a single counter, but represent the next step in ship size and class. Also like the Frigates, the Destroyers can be seen grouped together to form a much larger unit consisting of several squadrons.

Light & Medium Cruisers: the cheaper alternative the Heavy versions, the cruiser is the mainstay, the backbone of the fleet, both supporting and spearheading enemy lines. Each race is inherently different in the way they use their cruisers but an all round ship none the less. Usually come in a single solitary unit but supported by multiple others.

Heavy & Battle Cruiser: these units are pinnacle of cruiser design and can usually stand alone against smaller classes of ship if command correctly. Usually fielded as singular units they have been seen to work in pairs or even triplets, forming a wolf-pack to hunt down enemy capitals.

Dreadnoughts & Fleet Carriers: the first of the larger ship classes and usually the deciding point of where to start a fleet from. While they can throw out vast amounts of firepower at the enemy they are a massive resource sink and a high priority target to enemy battlegroups that can get it into range. Singular in nature and very, very rarely seen in formation with another of the same type.

Battleships & Super Battleships: the largest of the large, these vessels demand both respect and fear as they can dominate the battlefield wherever they are deployed. Like the Dreadnoughts they are a massive resource sink and a sizable target for agile, quick wolf-packs.

Fighters & Shuttles: not represented in counter form as of yet as they are far too fragile to be of any use before they are eliminated at range. Represented as a weapon choice.

Data Sheets

In Fleet/Battles/Campaign books you can find a set of data sheets for the various classes of starship used in Quadrant at War. The starship data sheets give you a set of characteristics for units which tell you how fast they are, how strong their shields are, cost, and various other attributes. For example here's the data for a Klingon frigate and a Klingon cruiser.

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Frigate	35cm	15cm	1	2+	F	1	
D7 Battlecruiser	20cm	30cm	4	5+	B	4	Cloaking
B10 Battleship K-Refit	10cm	45cm	8	6+	R1	7	

Class: The type of unit it is.

Speed: This is the distance in centimetres that unit can move each turn while still firing its weapons fairly effectively. It is possible for units to move faster than this if you wish but their shooting will be far less effective.

Range: The maximum range of the unit's weaponry in centimetres.

Firepower: This number represents how effective the unit is when it shoots. The higher the number the better. Some units are armed with special race-specific weaponry and these will usually be noted in the Specials column.

Shields: This number shows how well protected the and/or difficult to damage the unit is. Basically the opponent has to roll this number or higher on a D6 to score a hit on the unit when he fires at it. The D7 Battlecruiser is the pinnacle of Klingon design and is tougher than that of a Frigate so the value of the Shield value represents this.

Grade: Used for creating Battlegroups, formations, and fleets for use within the game. The Grade represents the size, balance, and cost of the unit. Starting from Frigates of an F class all the way to Battleships that are represented by an R1 class. Unit sizes and capabilities are ranked from smallest to largest by the following: F>E>D>C>B>A>L>R3>R2>R1. More about the grading system is covered in the Quadrant At War section described late within the rulebook.

STS: This number represents how many effective the unit is when it engages in Ship-To-Ship combat. The higher the number means more attacks.

Special: This column will either be blank or it will have one or multiple words within it. Each of these words represents either a special weapon the ship has installed, a special type of equipment that leads to an ability that can be used during a game. The abilities will either be a constant effect or used as part of an action, like a special weapon.

How to Use Fleet Lists

Unlike most wargames where fleets, units, and other such types of armies have point values attached to them, Quadrant at War does not. As mentioned previously, units are separated into Grades, beginning with F and ending with R1. F Classes tend to be the smallest of ships, usually escorts and police vessels, too weak to fight against larger ships alone. E Classes are the backbone of a fleet mostly forming Destroyers and War Destroyers. D Classes are Light Cruiser and the mixture of speed of an E class, and the firepower of a C Class.

C Classes are early Cruiser or Medium sized ones than are just shy of a Heavy Cruiser. Overall these ships tend to be more specialised than Heavy ones though lack firepower. B Classes are the pinnacle of the smaller ship; the Heavy Cruiser, prime examples of this type is the Constitution class for Starfleet. A Classes are Battle Cruisers, just shy of a Dreadnought but not lacking in speed and manoeuvrability.

O Classes represent the slot for Officer units. There always needs to be an officer unit within a battlegroup in order for ships to be used in a game. O classes can be any grade of ship from the highest Grade available on the list, what the restrictions say, or below. R3 Classes are dreadnought-sized Carriers that carry more STS attacks than most ships in the R-category. R2 Classes are Dreadnoughts, more powerful than any type of cruiser but comes at a price of speed. R1 Classes are Battleships, the toughest of the tough, biggest of the big, they have more firepower than an entire battlegroup of E classes.

Blades of Qo'Nos						0-4				
	F	E	D	C	B	A	O	R3	R2	R1
Core					10		2			
Optional						5	1			
Reinforcements										
Specials/Restrictions										
If a single or more Might of Qo'Nos battlegroups are taken <u>NO</u> other types of Battlegroup can be taken with the exception of Birds of Prey.										

Fleet lists look like following ones below. Each one has a battlegroup name, restriction on the minimum and maximum allowed, the ship grades, 3 fleet options, and any special or restrictions for said battlegroup type. The battlegroup has a Core line, this represents

the main part of the battlegroup and the player can choose which unit from a list they can use. Optional is sometimes not there but offers different values, sometimes in different Grade columns.

Reinforcements, like the title suggests, gives the player some extra units either to bring on during a battle or if some of their units are destroyed. However if you choose the Optional choices you will lose the Reinforcements, if any, that are available for the battlegroup.

Sector Control						0-2				
	F	E	D	C	B	A	O	R3	R2	R1
Core		4	1				2			
Optional	2		4				1			
Reinforcements	2						1			
Specials/Restrictions										
If the Optional choice consists of all D5 Cloaking War Cruisers then all other units gain Cloaking also.										

How to Use Fleet Lists

For a basic Engagement scenario it will either state the maximum amount of battlegroup slots the players have available or the players themselves can set a number. The more battlegroup slots that are used the more printing is required, as is both tabletop space for it be played on as well as the time to play. The game can be played with a single battlegroup facing off a single battlegroup should the players wish it however on average a good size is around 4-7 battlegroup slots per player.

Upgrades and Refits

All races in some form or another have refits for their selection of ships. This will be a prefix at the end of the unit type such as X-Refit or Plus Refit for example. These refits tend to upgrade that ship class by removing a negative for the ship, adding extra value to either Firepower or STS, and in some cases even add range and/or speed. As mentioned before there will be a maximum limit on how many battlegroups can be taken within a game and selecting a single refit will take up a single battlegroup slot as it affects the entire fleet. In narrative terms resources have been used to retrofit all of your fleet ships enabling them to fight better but at the cost of producing more available ships at your shipyards.

Upgrades are similar to Refits in that they will upgrade either a single ship in your fleet for the cost of a battlegroup slot or the entire fleet itself. While Refits focus more on adding values to current ship listings, upgrades aim more toward adding special abilities to the entire fleet, removing negative race specific abilities, or adding new abilities that are released in future expansions without needing to redo or reprint your entire fleet. Due to these rules, upgrades cost 2 battlegroup slots instead of 1 however they can be worth it in the long run.

Limitations

ol				0-2		
	C	B	A	O	R3	R2
				2		
				1		
				1		
Restrictions						
s of all D5 Cloaking War Cruisers s gain Cloaking also.						

When players have chosen their scenario or the basic Engagement mission (*covered in the fleet books*) they choose their fleet as described in the past few pages. There are limitation on how many battlegroups of a certain type can be taken. The red circle shows where you can find out how many of that type of battlegroup can be taken, usually a 0-X will be shown. You can never exceed this number of battlegroups unless your opponent or the mission says otherwise. In other cases of Limitations some may start with a 1-X meaning you must take one of these battlegroups no matter what mission you are playing, and it will take a battlegroup slot in the process.

Hydran Kingdoms - Special Rules

Strategy Rating: 2 / Command Range: 40cm

Methane Atmosphere: Hydrans breath mainly Methane filled air and as such these are the conditions on their vessels. Any Boarding Action against a Hydran vessel, the defending player can reroll one D6 or all their D6s if they are not happy with their outcomes. The second outcomes must be accepted.

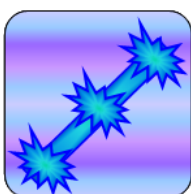
Carrier Warfare: Hydrans rely on their waves of brave fighter pilots and their tiny flyers. If a 1 is rolled when rolling to hit an enemy during a Tactical action, using any type of Fighter, then it may be rerolled, but the second outcome must be accepted. ALL Hydran Ships have the Carrier ability.

Advanced Interceptors: Any Hydran ship that carries Fighters ignores the Missile and Fighter 10cm Range Rule and can not be attacked from this range.

Fusion Cannon: Can be used instead of a normal Firepower attack. 50% of a unit's maximum range, rounding up the nearest centimetre. 1D6 is used instead of the Firepower value for that ship but rolled as normal shooting. Deals 3 damage if successful. ALL Hydran Ships have this weapon.

Hellbore: Not standard for all Hydran vessels but some of the larger, sturdier starships can handle this mighty weapon. The Hellbore can only be used during the Tactical phase instead using any Firepower dice. It uses multiple D6, the first is rolled as normal, equal or above the target's shield. This does 1 damage, you then roll a 2nd D6 rolling the shield again, if successful deals 2 damage, and so on and so forth until the attacks fail to hit the Shield value.

1st Roll=1 Damage > 2nd Roll=2 Damage > 3rd Roll=3 Damage, etc. However this weapon can ONLY damage a single unit.



FLEET REFITS & UPGRADES

only one stinger fleet upgrade can be taken at any time.

Plus Refit	Stinger-2 Fighter	Stinger-H Fighter
Adds the Hellbore weapon to the ship.	Carrier attacks can use the Fusion Cannon weapon.	Carrier attacks can use the Hellbore weapon.
Cost: 1 Slot	Cost: 2 Slots	Cost: 3 Slots

Hydran Kingdoms - Units

GRADE F - Escorts & Frigates

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Hunter Frigate	35cm	15cm	1	2+	F	0	Scout
Commando Hunter Frigate	35cm	15cm	0	2+	F	1	Boarding
Cuirassier Frigate	35cm	15cm	1	2+	F	0	Scout
Crusader Frigate Leader	35cm	15cm	1	2+	O	1	Officer

Grade E - Destroyers & War Destroyers

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Buffalo Hunter War Destroyer	30cm	20cm	2	3+	E	1	
Rhino Hunter War Destroyer	30cm	20cm	2	3+	E	2	Armoured
Lion Hunter War Destroyer	30cm	20cm	3	3+	E	0	Scout
Lancer Destroyer	30cm	20cm	3	3+	E	1	
Commando Lancer Destroyer	30cm	20cm	0	3+	E	3	Boarding
Knight Destroyer	30cm	20cm	3	3+	E	2	
Horseman Destroyer	30cm	20cm	3	3+	E	2	
Traveler Destroyer	30cm	20cm	2	3+	E	2	
Lancer Destroyer Plus Refit	30cm	20cm	3	3+	E	1	
Catapracht Commando Destroyer	30cm	20cm	0	3+	E	4	Boarding
Knight Destroyer Plus Refit	30cm	20cm	2	3+	E	1	
Earl Destroyer Leader	30cm	20cm	3	3+	O	3	Officer
Counter Destroyer Leader	30cm	20cm	2	3+	O	1	Officer
Warrior Destroyer Leader	30cm	20cm	2	3+	O	1	Officer

GRADE D - Light Cruisers

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Mohawk New Heavy Cruiser	25cm	25cm	2	4+	D	3	
Comanche Medium Command Cruiser	25cm	25cm	2	4+	O	3	Officer
Tartar Medium Cruiser	25cm	25cm	4	4+	D	1	

GRADE C - Medium Cruisers

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Baron Light Command Cruiser	20cm	25cm	3	4+	O	3	Officer
Cheyenne New Heavy Cruiser	20cm	25cm	3	4+	C	3	
Iroquois New Heavy Cruiser	20cm	25cm	4	4+	C	2	
Apache Medium Command Cruiser	20cm	25cm	3	4+	O	3	Officer
Sioux New Command Cruiser	20cm	25cm	3	4+	C	3	

Army lists continued on the next page

Hydran Kingdoms - Units

Grade B - Heavy Cruisers

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Ranger Cruiser	20cm	30cm	5	5+	B	4	
Cavalry Carrier Cruiser	20cm	30cm	2	5+	B	6	
Ranger Cruiser Plus Refit	20cm	30cm	6	5+	B	2	
Cavalry Carrier Cruiser Plus Refit	20cm	30cm	3	5+	B	5	
Lord Commander Early Command Cruiser	20cm	30cm	4	5+	O	4	Officer
Dragoon Cruiser	20cm	30cm	6	5+	B	2	Armoured
Lord Marshal Command Cruiser	20cm	30cm	4	5+	O	4	Officer
Dragoon Cruiser Plus Refit	20cm	30cm	6	5+	B	4	Armoured
Lord Bishop Command Cruiser	20cm	30cm	4	5+	O	4	Officer

Grade A - Battle Cruisers

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Lord Admiral Heavy Command Cruiser	20cm	30cm	5	5+	O	4	Officer
Lord Cardinal Heavy Command Cruiser	20cm	30cm	4	5+	O	5	Officer
Overlord Battle Cruiser	20cm	30cm	6	5+	A	4	
Overseer Battle Cruiser	20cm	30cm	4	5+	A	6	

Grade R3 - Carriers

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Imperial Commander Carrier Plus Refit	10cm	45cm	4	6+	O	10	Officer
Indomitable Carrier	10cm	45cm	4	6+	R3	10	
Paladin Dreadnought	10cm	45cm	6	6+	R3	8	
Imperial Commander Carrier	10cm	45cm	5	6+	O	10	Officer

Grade R2 - Dreadnoughts

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Paladin Dreadnought Plus Refit	10cm	45cm	6	6+	R2	8	
Paladin Heavy Dreadnought	10cm	45cm	8	6+	R2	6	

Grade R3 - Battleships

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Monarch Battle Carrier	10cm	45cm	6	6+	R1	9	Armoured
Monarch Battleship	10cm	45cm	8	6+	R1	8	

Hydran Kingdoms - Battlegroups

Battle Group North							0-1			
	F	E	D	C	B	A	O	R3	R2	R1
Core							1		2	
Optional										
Reinforcements							1		2	
Specials/Restrictions										
Officer unit must be a Grade A class and any type the player wants.										

Battle Group East							0-3			
	F	E	D	C	B	A	O	R3	R2	R1
Core	3	5	2	1			1			
Optional				5			1			
Reinforcements										
Specials/Restrictions										
Officer unit must be a Grade C class and any type the player wants. All Grade F ships must have the Scout ability.										

Battle Group South							0-1			
	F	E	D	C	B	A	O	R3	R2	R1
Core							1	2		
Optional										
Reinforcements							1	2		
Specials/Restrictions										
Officer unit must be a Grade A class and any type the player wants.										

Battle Group West							0-3			
	F	E	D	C	B	A	O	R3	R2	R1
Core	3		4	2	1	1	1			
Optional										
Reinforcements										
Specials/Restrictions										
Officer unit must be a Grade C class and any type the player wants. All Grade F ships must have the Scout ability.										

King's Guard							0-1			
	F	E	D	C	B	A	O	R3	R2	R1
Core							1			2
Optional										
Reinforcements									1	
Specials/Restrictions										
Officer unit must be an R3 Imperial Commander Carrier.										

Boarding Party							0-1			
	F	E	D	C	B	A	O	R3	R2	R1
Core	4	4					1			
Optional										
Reinforcements	4	4					1			
Specials/Restrictions										
All units must have the Boarding ability except for the Officer. Officer can be a Grade C or less.										

Hydran Kingdoms - Battlegroups

Colonial Patrol Force							0-3			
	F	E	D	C	B	A	O	R3	R2	R1
Core		8					2			
Optional										
Reinforcements		4					1			
Specials/Restrictions										

7th Cavalry Regiment							0-2			
	F	E	D	C	B	A	O	R3	R2	R1
Core					5		1			
Optional										
Reinforcements					5		1			
Specials/Restrictions										
All units must be Cavalry Carrier Cruisers. Officer is a Lord Bishop Command Cruiser.										

11th Cavalry Regiment							0-4			
	F	E	D	C	B	A	O	R3	R2	R1
Core	3		2			2	1			
Optional			1				2	1		
Reinforcements										
Specials/Restrictions										

22nd Cavalry Dragons							0-1			
	F	E	D	C	B	A	O	R3	R2	R1
Core					10		1			
Optional										
Reinforcements										
Specials/Restrictions										
All units must be Dragoon Cruisers. Officer must be a Grade A or B of the player's choice.										

31st Star Templars							0-2			
	F	E	D	C	B	A	O	R3	R2	R1
Core		6					1	1		
Optional										
Reinforcements		6								
Specials/Restrictions										
The Officer unit must be a Grade D or less.										

45th Star Cavalry Regiment							0-2			
	F	E	D	C	B	A	O	R3	R2	R1
Core				3	3	3	2			
Optional							1			1
Reinforcements										
Specials/Restrictions										
The Officer unit must be a Grade B or less.										

Hydran Kingdoms - Fleets

The Hydran Keepership



Of the millions of religious cults of Hydrans, some of the most prominent worship the Star-Beasts, space faring creatures that have been called “space monsters” by some. To allow Hydrans to more effectively worship these creatures, the Hydrans have built huge force field enclosures called Preserves to contain the Star-Beasts.

The Keepership is an order of starship captains dedicated to preserving the Star-Beasts and protecting the Star-Beast cults. They maintain the preserves, capture young Star-Beasts, and make certain they are held in liveable conditions. Although the Keepership is not a particularly politically important order, their bravery is unquestioned and has earned them a place of honour in Hydran society.

Fleet Rules

The Keepership has access to a special “Beast” starship unit that is Grade C and can be chosen instead of a Cheyenne New Heavy Cruiser. Normal battlegroups options still apply.



Special Rules

Raider: Any unit with the Raider ability can shoot in the Tactical Phase and still retain the second move action to get close to an enemy unit or battlegroup for the STS phase. In addition should the Raider unit be attacked first it can make a Command roll to move out of range of the STS attack. The unit must be within Command, as well as the roll that is needed is a 5 or 6 on a D6. If this roll fails then the STS attack goes ahead.

Heavy Fusion Cannons: Can be used instead of normal Firepower attacks but it is at 50% of unit's maximum range inflicting 4 damage per hit, 75% of unit's maximum range inflicting 3 damage per hit, or 100% unit's maximum range inflicting 2 damage per hit.

Hydran Kingdoms - Fleets

Beast-Hunter Cult [ulazhi]



For a few, the hunting of Star-Beasts is considered the ultimate challenge. The Beast-Hunter cult of the *Ulazhi* has lately been blessed with many converts, and some of Hydra's richest young men and women have joined this cult, greatly increasing its resource base.

There are few in the Beast-Hunters who claim that when the Odyssey, a legendary Star-Beast migration occurs that the Star-Beast will transform anyone who captures them into a god. The Beast-Hunters claim that the Odyssey is near, a belief that drives many of the cult's newest recruits.

New Fleet Battlegroups

These Battlegroups can be taken in addition the core ones presented in this rulebook, and those featured in future releases, unless otherwise stated.

Alpha Beast Hunters						0-1				
	F	E	D	C	B	A	O	R3	R2	R1
Core					2	2	1	1		1
Optional										
Reinforcements										
Specials/Restrictions										
The Officer must be a Lord Bishop Command Cruiser.										

Beta Beast Hunters						0-1				
	F	E	D	C	B	A	O	R3	R2	R1
Core					4	2	1	1		
Optional										
Reinforcements										
Specials/Restrictions										
The Officer must be a Lord Bishop Command Cruiser.										

There are no new starship counters as they are undistinguishable from regular fleet vessels. Until the Odyssey arrives the cult remains within the ranks.

Hydran Kingdoms - Fleets

Sacred Beast Cult [muriyz]



There are many cults that worship the Star-Beasts, but the Sacred Beast cult is the most fanatical. The *Muriyz* believe that no one is worthy of touching or manipulating the Star-Gods, a philosophy that has put them in conflict with the Keepership on numerous occasions.

The *Muriyz* have also been strengthening their forces in recent years, and are responsible for many acts of terrorism against the Preserves. They have also used some political influence to convince the Hydran administration to ignore their actions; when the galaxy's at war, what does the fate of a few Star-Beasts matter? The Keepership finds this attitude annoying.

Fleet Rules

The Sacred Beast Cult have many stolen Klingon D7 starships from the previous wars, retrofitting them, yet retaining many of the Klingon technology intact.

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Klingon D7 Hydran Cruiser	20cm	30cm	6	5+	B	4	Cloaking



Special Rules

Disruptors: 50% of a unit's maximum range and deals 1 damage per hit, however enemy shield value is at a -1. There is no icon for this weapon as it is standard for all Klingon starships.

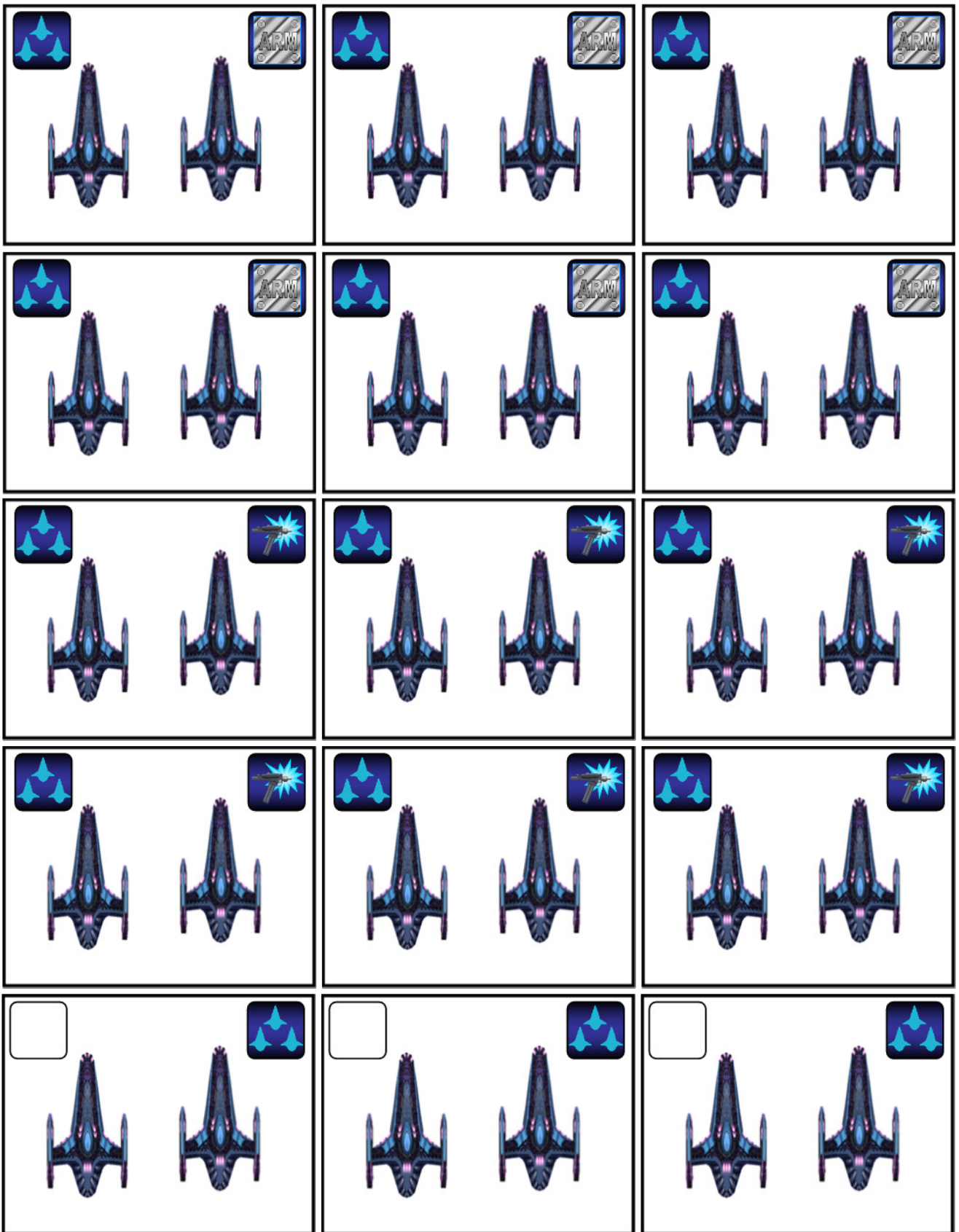
Cloaking Device: In the Command Phase you may redeploy the following size classes within the below distances but all Firepower and STS attacks are reduced to a value of 1:

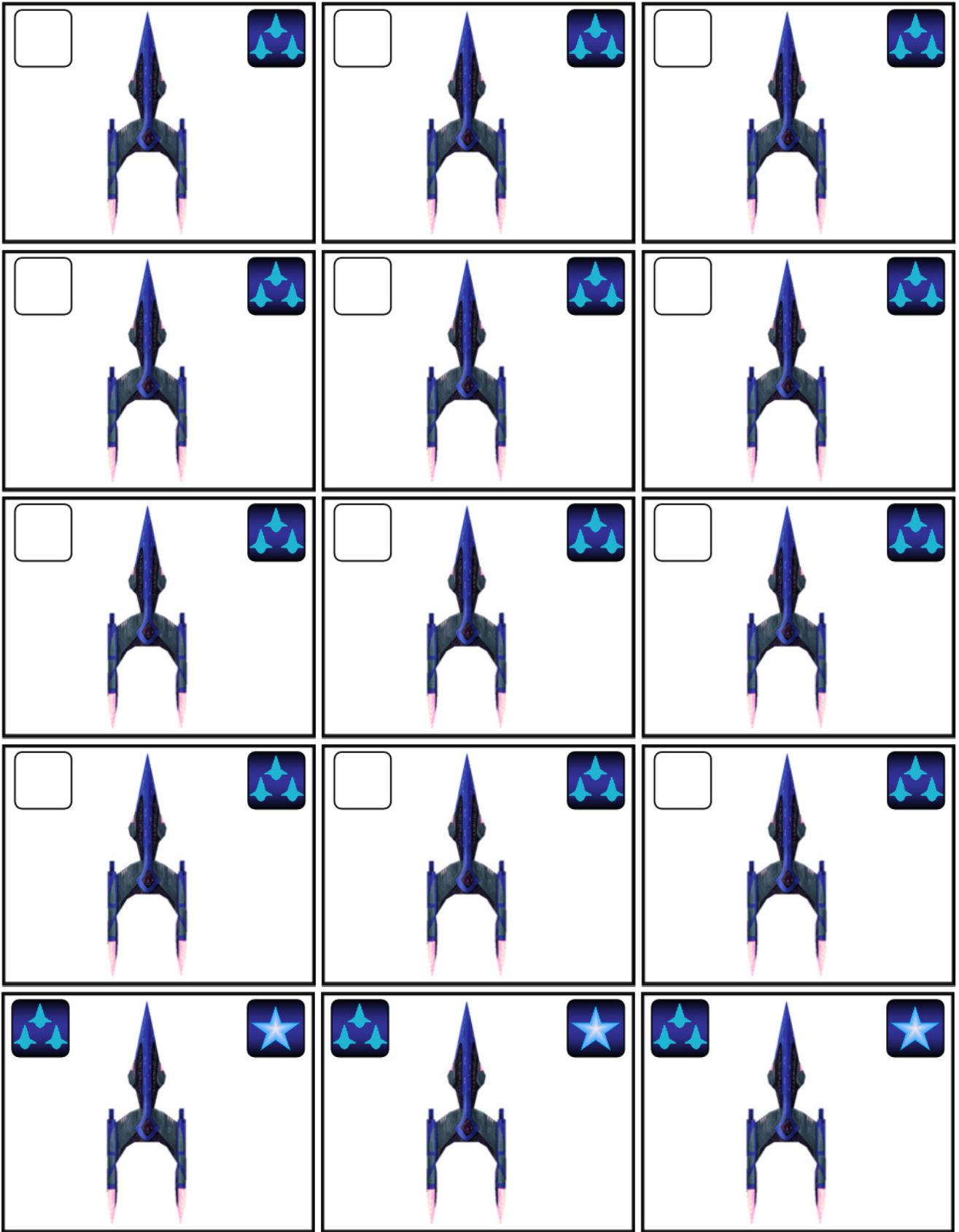
> Light/Heavy/Battle Cruiser = 30cm

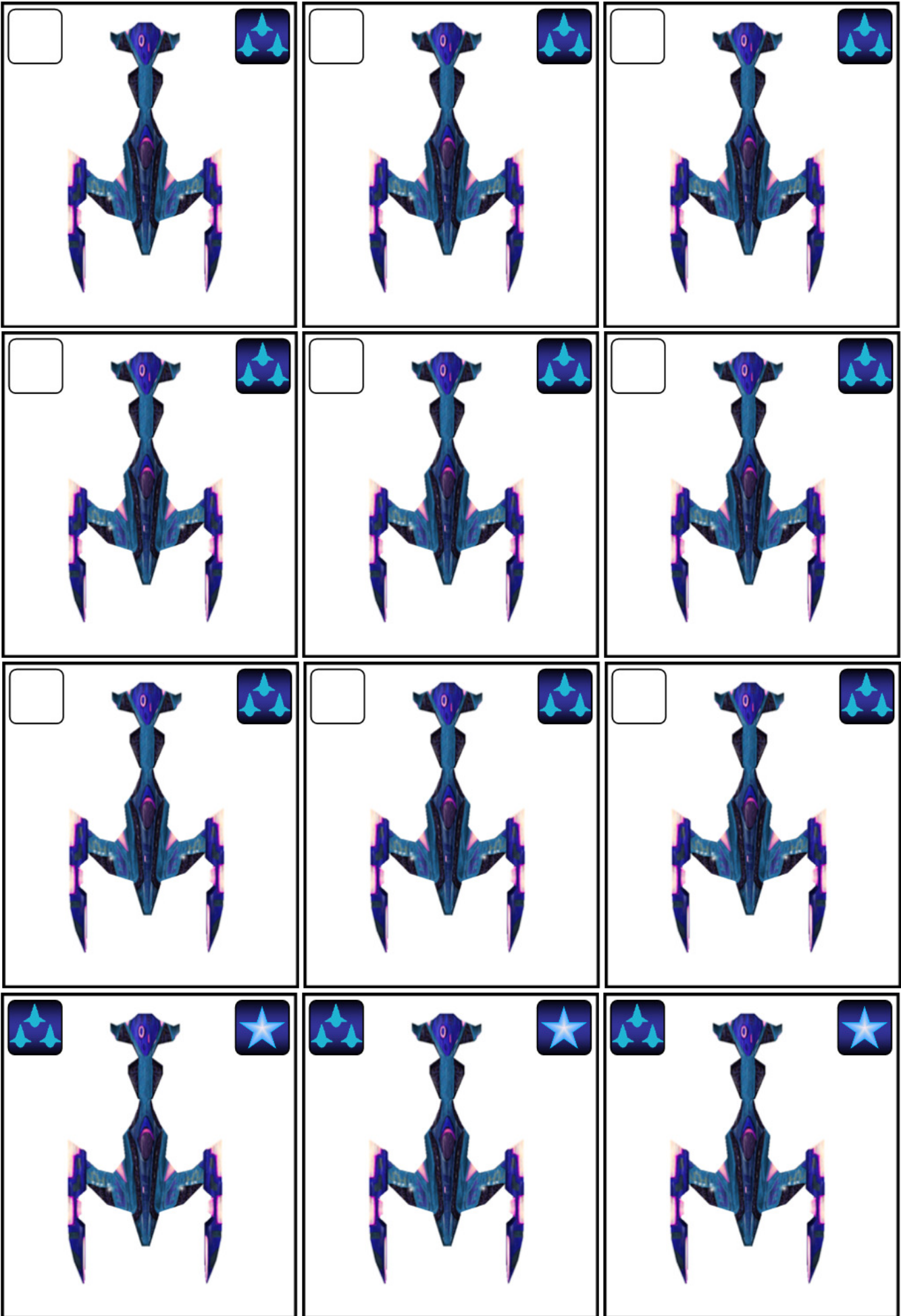
Unlike the Romulan Cloaking Device the Klingons require a Command Action. Only one is needed and there must be a single Officer unit available to do it. Requires a 4+ on a D6 for all units in the fleet to be able to perform a Cloak Action.

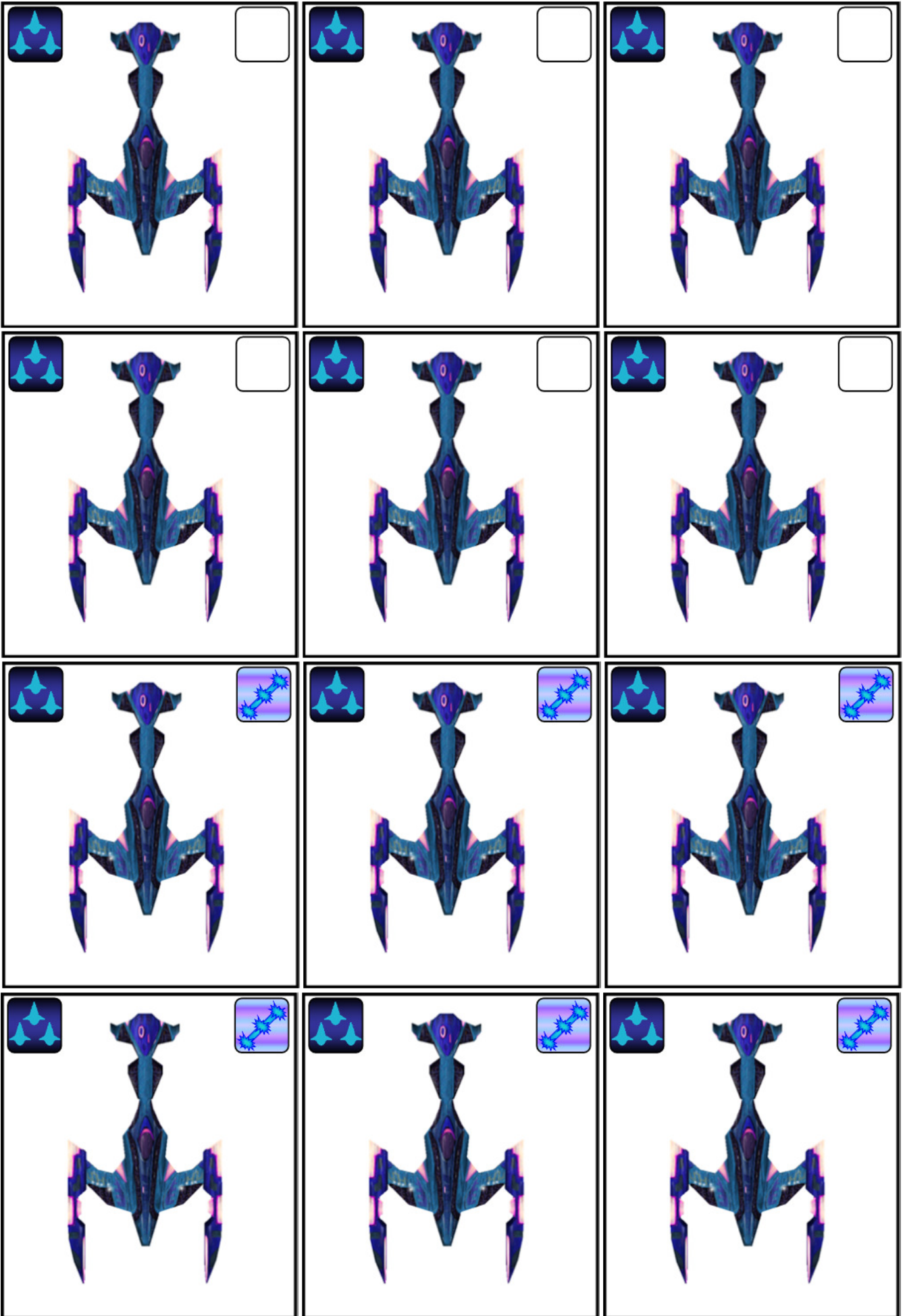


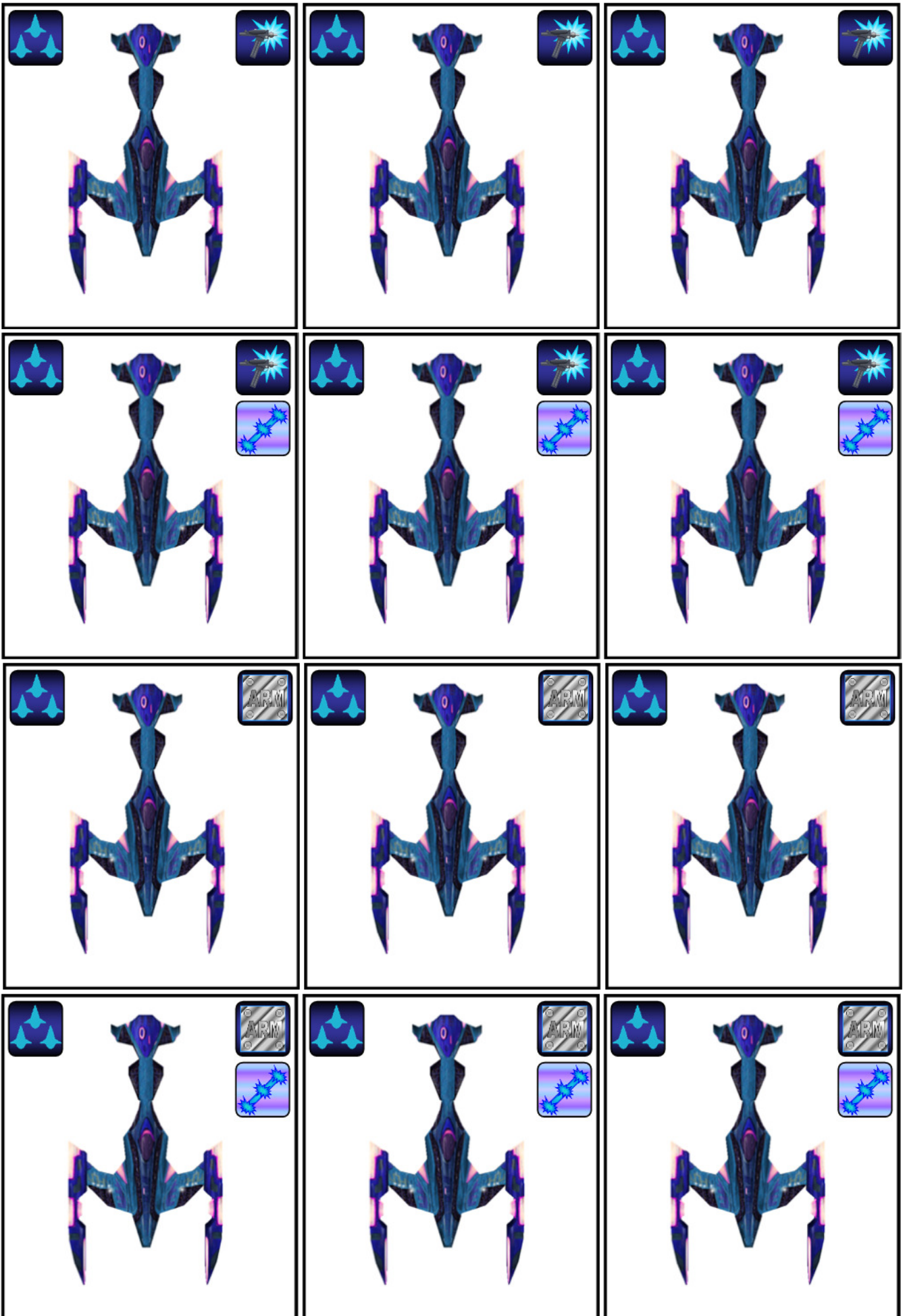




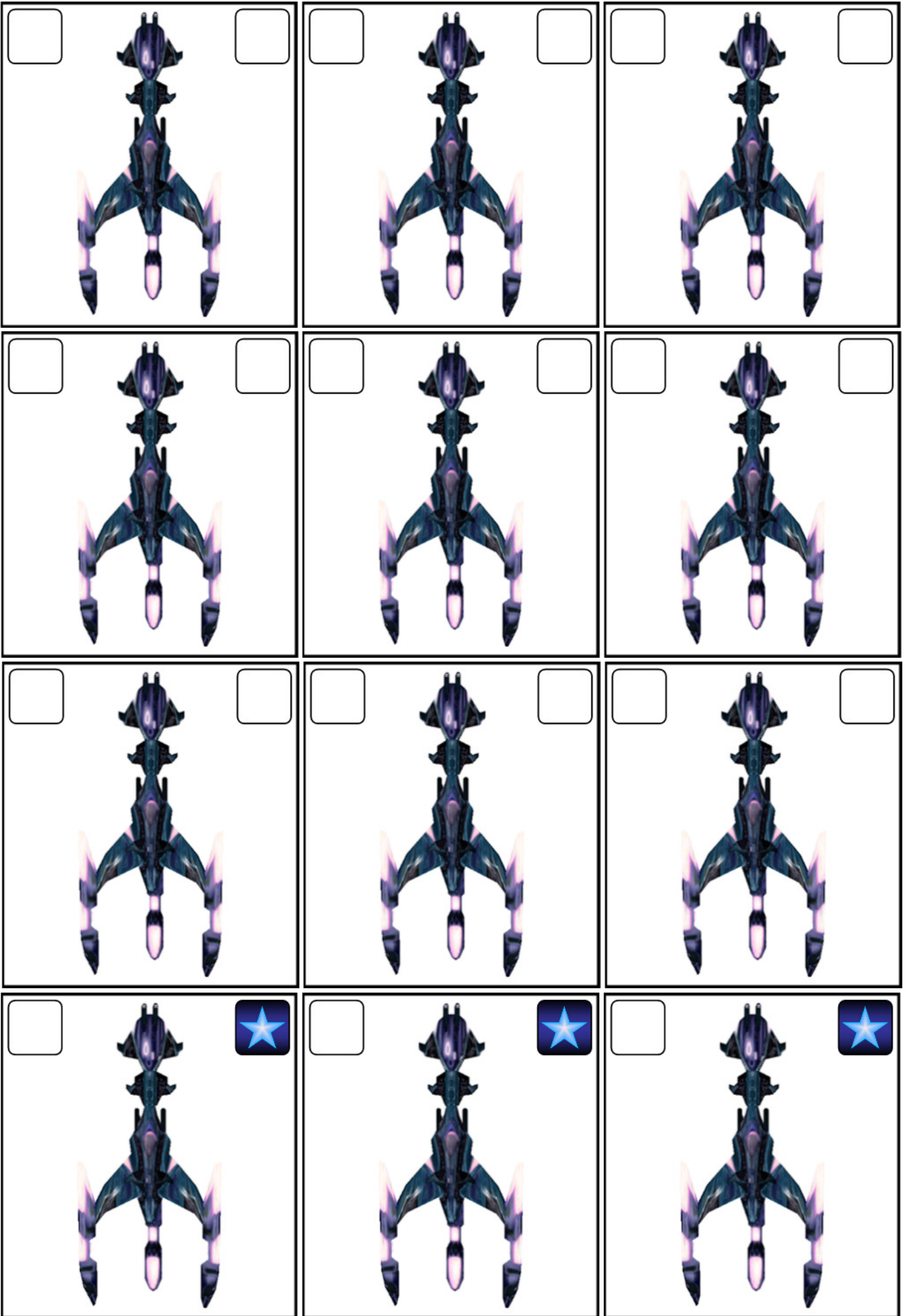














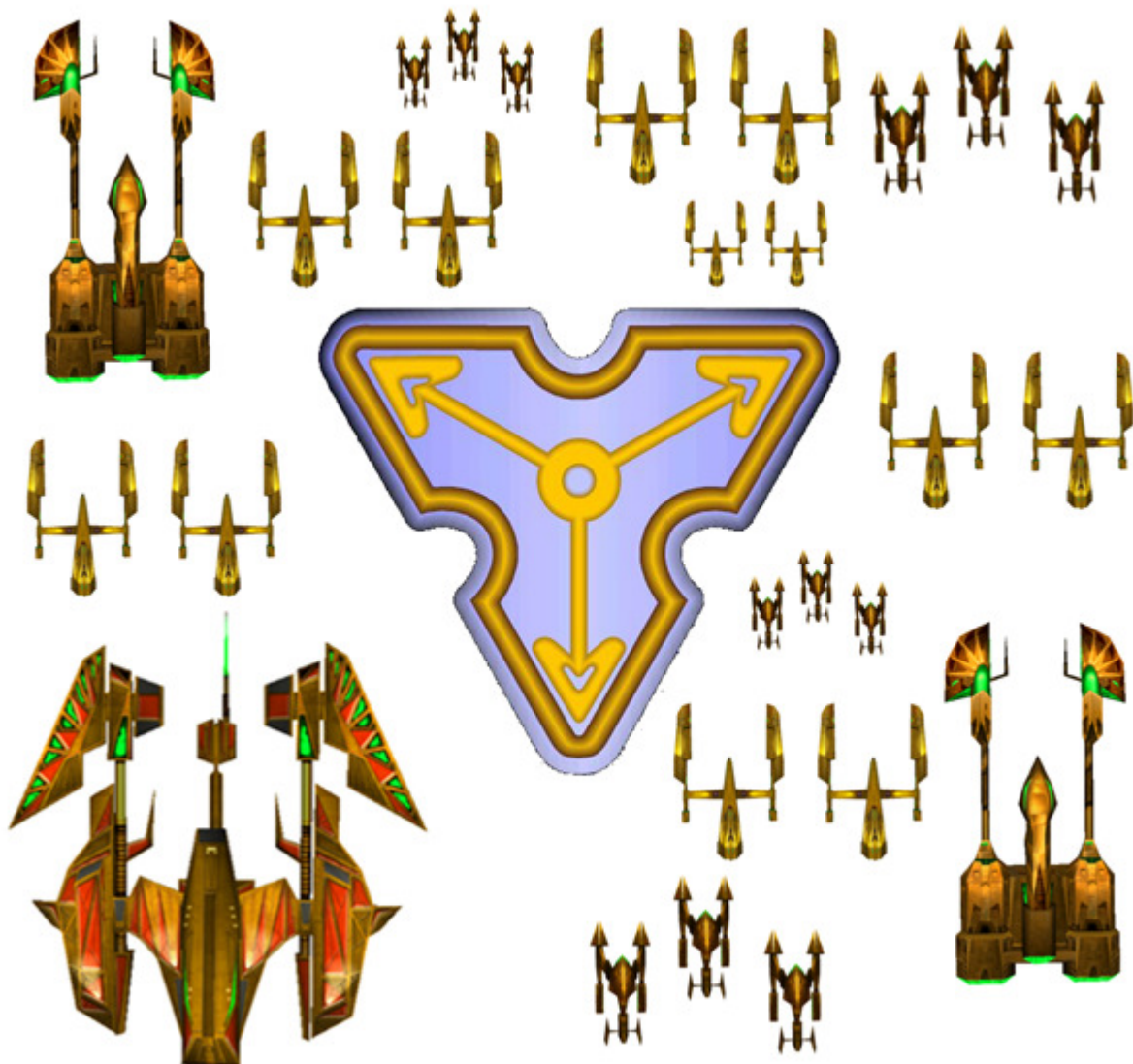




STAR TREK
QUADRANT AT WAR
EDITION 1.0A

4 WAY WAR

THE LYRAN STAR EMPIRE
FORCES & FLEETS BOOK



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WHAT YOU WILL NEED

Welcome to a Quadrant that is in great turmoil, political stress, and galactic upheaval as 8 great superpowers are pitted against each other as they try to keep their civilisations alive during many conflicts. The game is played with flat two dimensional counters representing the various types of unit available to fleet commanders. In addition to these counters players are also required to have fleet rosters as well as an understanding of the rules, which is where this rulebook comes in.

In order to play you will need a suitable space to play a game, printed off fleet counters, (at least) two players with a desire to fight for their chosen race, as well as a few more essential items not given to you in the rulebook or faction books.

Dice: Ordinary six-sided dice. You'll need/want a lot of these preferably in two different colours to distinguish which dice rolls are yours and which are your enemies.

"Other" Dice: Exactly like the above six-sided dice except a plain or bland colour. These dice are usually used for keeping track of the number of hits during the tactical phase a ship might sustain after being fired upon. Not essential but very useful in the long run.

Measuring Instrument: A tape measure is usually the measuring instrument of choice for many tabletop gamers but sometimes a 30cm or 45cm ruler can be used for smaller games that do not have weapon ranges that exceed these values.

Printer & Card: Counters are flat two dimensional images of what the ship type or size is. A printer is required to print off your chosen fleet or two. Due to the nature of the game it is best to print off the counters on to card or card stock and then cut out the counters from there. Card makes the counters have weight so they don't blow away easier, also they are more durable than using paper. You can print off on to paper and then back them using card if you so wish but this may require a little personal time more than printing straight on to card.

USING DICE

In Quadrant at War, as stated before, you'll be need lots of ordinary six-sided dice to resolve actions such as shooting weapons, resolving ship-to-ship combat, bringing in reinforcements, or rallying your fleeing units. These are usually referred to as 'D6' and if you need to roll more than one dice it is referred to '2D6' with a value between 2 and 12. The value before the D6 will generally go up depending on the number of dice required.

On some occasions, and with some abilities or weapons, the players are given the chance to reroll dice. Exactly how it sounds as the player can choose to pick up the dice and roll them again but the second outcome of that reroll must be accepted even if the values are worse than the first. No dice may be rerolled more than once.

UNIT TYPES

Quadrant at War let's players fight with everything from tiny but extremely agile Escorts and Frigates to the terrifying Dreadnoughts and Battleships that dominate any battle zone or sector they are deployed to. From the smallest to the largest, every ships has a role within a fleet and complements each other in combat as those deadly Battleships can easily be overrun but waves of smaller frigates, boarded, and taken over.

The counters used to play Quadrant at War are referred to as units in the rules that follow. Each unit is an individual playing piece with its own capabilities. A unit may consist of a single counter or several counters placed close together, but in the rules both of these things are simply referred to as units.

Escorts & Frigates: these small agile and quick attack ships are usually represented in a squadron of 3 in the counter but grouped together to form a single unit. It is not uncommon to see multiple Frigate units in one grouping as, while they are quick, they are also fragile.

War Destroyers & Destroyers: these units, like the Frigates, are grouped together in squadrons of 2 in a single counter, but represent the next step in ship size and class. Also like the Frigates, the Destroyers can be seen grouped together to form a much larger unit consisting of several squadrons.

Light & Medium Cruisers: the cheaper alternative the Heavy versions, the cruiser is the mainstay, the backbone of the fleet, both supporting and spearheading enemy lines. Each race is inherently different in the way they use their cruisers but an all round ship none the less. Usually come in a single solitary unit but supported by multiple others.

Heavy & Battle Cruiser: these units are pinnacle of cruiser design and can usually stand alone against smaller classes of ship if command correctly. Usually fielded as singular units they have been seen to work in pairs or even triplets, forming a wolf-pack to hunt down enemy capitals.

Dreadnoughts & Fleet Carriers: the first of the larger ship classes and usually the deciding point of where to start a fleet from. While they can throw out vast amounts of firepower at the enemy they are a massive resource sink and a high priority target to enemy battlegroups that can get it into range. Singular in nature and very, very rarely seen in formation with another of the same type.

Battleships & Super Battleships: the largest of the large, these vessels demand both respect and fear as they can dominate the battlefield wherever they are deployed. Like the Dreadnoughts they are a massive resource sink and a sizable target for agile, quick wolf-packs.

Fighters & Shuttles: not represented in counter form as of yet as they are far too fragile to be of any use before they are eliminated at range. Represented as a weapon choice.

Data Sheets

In Fleet/Battles/Campaign books you can find a set of data sheets for the various classes of starship used in Quadrant at War. The starship data sheets give you a set of characteristics for units which tell you how fast they are, how strong their shields are, cost, and various other attributes. For example here's the data for a Klingon frigate and a Klingon cruiser.

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Frigate	35cm	15cm	1	2+	F	1	
D7 Battlecruiser	20cm	30cm	4	5+	B	4	Cloaking
B10 Battleship K-Refit	10cm	45cm	8	6+	R1	7	

Class: The type of unit it is.

Speed: This is the distance in centimetres that unit can move each turn while still firing its weapons fairly effectively. It is possible for units to move faster than this if you wish but their shooting will be far less effective.

Range: The maximum range of the unit's weaponry in centimetres.

Firepower: This number represents how effective the unit is when it shoots. The higher the number the better. Some units are armed with special race-specific weaponry and these will usually be noted in the Specials column.

Shields: This number shows how well protected the and/or difficult to damage the unit is. Basically the opponent has to roll this number or higher on a D6 to score a hit on the unit when he fires at it. The D7 Battlecruiser is the pinnacle of Klingon design and is tougher than that of a Frigate so the value of the Shield value represents this.

Grade: Used for creating Battlegroups, formations, and fleets for use within the game. The Grade represents the size, balance, and cost of the unit. Starting from Frigates of an F class all the way to Battleships that are represented by an R1 class. Unit sizes and capabilities are ranked from smallest to largest by the following: F>E>D>C>B>A>L>R3>R2>R1. More about the grading system is covered in the Quadrant At War section described late within the rulebook.

STS: This number represents how many effective the unit is when it engages in Ship-To-Ship combat. The higher the number means more attacks.

Special: This column will either be blank or it will have one or multiple words within it. Each of these words represents either a special weapon the ship has installed, a special type of equipment that leads to an ability that can be used during a game. The abilities will either be a constant effect or used as part of an action, like a special weapon.

How to Use Fleet Lists

Unlike most wargames where fleets, units, and other such types of armies have point values attached to them, Quadrant at War does not. As mentioned previously, units are separated into Grades, beginning with F and ending with R1. F Classes tend to be the smallest of ships, usually escorts and police vessels, too weak to fight against larger ships alone. E Classes are the backbone of a fleet mostly forming Destroyers and War Destroyers. D Classes are Light Cruiser and the mixture of speed of an E class, and the firepower of a C Class.

C Classes are early Cruiser or Medium sized ones than are just shy of a Heavy Cruiser. Overall these ships tend to be more specialised than Heavy ones though lack firepower. B Classes are the pinnacle of the smaller ship; the Heavy Cruiser, prime examples of this type is the Constitution class for Starfleet. A Classes are Battle Cruisers, just shy of a Dreadnought but not lacking in speed and manoeuvrability.

O Classes represent the slot for Officer units. There always needs to be an officer unit within a battlegroup in order for ships to be used in a game. O classes can be any grade of ship from the highest Grade available on the list, what the restrictions say, or below. R3 Classes are dreadnought-sized Carriers that carry more STS attacks than most ships in the R-category. R2 Classes are Dreadnoughts, more powerful than any type of cruiser but comes at a price of speed. R1 Classes are Battleships, the toughest of the tough, biggest of the big, they have more firepower than an entire battlegroup of E classes.

Blades of Qo'Nos						0-4				
	F	E	D	C	B	A	O	R3	R2	R1
Core					10		2			
Optional						5	1			
Reinforcements										
Specials/Restrictions										
If a single or more Might of Qo'Nos battlegroups are taken <u>NO</u> other types of Battlegroup can be taken with the exception of Birds of Prey.										

Fleet lists look like following ones below. Each one has a battlegroup name, restriction on the minimum and maximum allowed, the ship grades, 3 fleet options, and any special or restrictions for said battlegroup type. The battlegroup has a Core line, this represents the main part of the battlegroup and the player can choose which unit from a list they can use. Optional is sometimes not there but offers different values, sometimes in different Grade columns.

Reinforcements, like the title suggests, gives the player some extra units either to bring on during a battle or if some of their units are destroyed. However if you choose the Optional choices you will loose the Reinforcements, if any, that are available for the battlegroup.

Fleet lists look like following ones below. Each one has a battlegroup name, restriction on the minimum and maximum allowed, the ship grades, 3 fleet options, and any special or restrictions for said battlegroup type. The battlegroup has a Core line, this represents the main part of the battlegroup and the player can choose which unit from a list they can use. Optional is sometimes not there but offers different values, sometimes in different Grade columns.

Sector Control						0-2				
	F	E	D	C	B	A	O	R3	R2	R1
Core		4	1				2			
Optional	2		4				1			
Reinforcements	2						1			
Specials/Restrictions										
If the Optional choice consists of all D5 Cloaking War Cruisers then all other units gain Cloaking also.										

How to Use Fleet Lists

For a basic Engagement scenario it will either state the maximum amount of battlegroup slots the players have available or the players themselves can set a number. The more battlegroup slots that are used the more printing is required, as is both tabletop space for it be played on as well as the time to play. The game can be played with a single battlegroup facing off a single battlegroup should the players wish it however on average a good size is around 4-7 battlegroup slots per player.

Upgrades and Refits

All races in some form or another have refits for their selection of ships. This will be a prefix at the end of the unit type such as X-Refit or Plus Refit for example. These refits tend to upgrade that ship class by removing a negative for the ship, adding extra value to either Firepower or STS, and in some cases even add range and/or speed. As mentioned before there will be a maximum limit on how many battlegroups can be taken within a game and selecting a single refit will take up a single battlegroup slot as it affects the entire fleet. In narrative terms resources have been used to retrofit all of your fleet ships enabling them to fight better but at the cost of producing more available ships at your shipyards.

Upgrades are similar to Refits in that they will upgrade either a single ship in your fleet for the cost of a battlegroup slot or the entire fleet itself. While Refits focus more on adding values to current ship listings, upgrades aim more toward adding special abilities to the entire fleet, removing negative race specific abilities, or adding new abilities that are released in future expansions without needing to redo or reprint your entire fleet. Due to these rules, upgrades cost 2 battlegroup slots instead of 1 however they can be worth it in the long run.

Limitations

ol				0-2		
	C	B	A	O	R3	R2
				2		
				1		
				1		
Restrictions						
s of all D5 Cloaking War Cruisers s gain Cloaking also.						

When players have chosen their scenario or the basic Engagement mission (*covered in the fleet books*) they choose their fleet as described in the past few pages. There are limitation on how many battlegroups of a certain type can be taken. The red circle shows where you can find out how many of that type of battlegroup can be taken, usually a 0-X will be shown. You can never exceed this number of battlegroups unless your opponent or the mission says otherwise. In other cases of Limitations some may start with a 1-X meaning you must take one of these battlegroups no matter what mission you are playing, and it will take a battlegroup slot in the process.

Lyran Star Empire

Details



The Lyrans are a race of fierce feline aliens who inhabit a 21 county Empire. The 21st county is the home world while four counties are 'duchies', ruled by a duke instead of a count. The Lyrans share a strong enmity with the Mirak. Indeed, there is a striking aesthetic similarity between the Lyrans and the Mirak, but it is one that most people would be wise not to mention in front of either of these aliens.

The Lyrans also have a dislike of the Hydrans, who they once subjugated. In a cruel twist of fate, the Lyran ESG is perhaps the best weapon for dealing with the much vaunted Hydran fighters. However, the Hydran hellbore also reaps some revenge for the Hydrans by meddling with the ESG field. The Lyrans share a tentative relationship with the Klingons, another race who also subjugated the Hydrans, and are seemingly indifferent to the Federation.

However, in the General War, the Lyrans joined with the Klingons and fought in major conflicts with the forces of the Federation. Lyran ships are generally well balanced and designed, but can suffer from serious power issues from time to time, even to the point of some refits being to add an APR reactor to a vessel. The primary heavy weapon of the Lyrans is the disruptor (possibly shared or stolen from the Klingons), but it there Expanding Sphere Generator (ESG) technology which strikes fear into the heart of their enemies, particularly certain unfortunate Hydran pilots. The ESG makes Lyran ships very hard to attack with any type of ordnance. Its main drawback is the amount of power it requires to operate, especially on slightly underpowered Lyran vessels. Lyran vessels are typified by very wide fire arcs, but weak rear shielding pre-refit and slightly slower speeds due to power issues.

Lyran Star Empire - Special Rules

Strategy Rating: 3 / Command Range: 30cm

Offensive Doctrine: If the Lyran player rolls a natural 6 during the Initiative sub-phase then ALL Lyran ships are assumed to be 'In Command' that turn even if they are not.

Pseudo Fighters: Similar to normal Fighters launched from Carriers except they are a larger and a far heavier gunship. The Pseudo Fighters cause 2 Damage per hit they inflict and are ALWAYS intercepted on a 4+ no matter what range they are attacking from.

Expanding Sphere Generator (ESG): An area-of-effect weapon that causes more damage depending on both range and value. Measure from the edges of the unit all around, and then roll the value for each enemy unit within the range.

- ⇒ 10cm = 3 damage and 1 dice per enemy unit
- ⇒ 20cm = 2 damage and 3 dice per enemy unit
- ⇒ 30cm = 1 damage and 3 dice per enemy unit

Weaker Shielding: The Shield value for all Lyran ships that are hit from the rear at a -1, (e.g. a 4+ becomes a 2+). The negative modifier can never exceed a 2+.

FLEET REFITS & UPGRADES

Plus Refit
Ignores the weaker shields special rule.
Cost: 1 Slot

P-Refit
+1 Firepower -1 STS +5cm Range
Cost: 1 Slot

Klingon Alliance
Allows Lyran Fleets to use 0-5 Klingon Battlegroups.
Cost: 2 Slots

ESG Upgrade #1
New ESG Range: 40cm = 1 damage and 1 dice per enemy unit.
Cost: 3 Slots

Lyran Star Empire - Units

GRADE F & E - Frigates & Destroyers

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Cheetah Frigate	40cm	5cm	0	2+	F	1	Scout
Cheetah Frigate Plus Refit	40cm	5cm	0	2+	F	1	Scout
Cheetah Frigate P-Refit	40cm	10cm	1	2+	F	0	Scout
Alleycat War Destroyer	35cm	15cm	0	2+	E	2	Dogfight
Alleycat War Destroyer Plus Refit	35cm	15cm	0	2+	E	2	Dogfight
Alleycat War Destroyer P-Refit	35cm	20cm	1	2+	E	2	Dogfight
Snow Leopard War Destroyer Leader	35cm	15cm	1	2+	E	1	Officer
Cheetah Escort Carrier Frigate	35cm	15cm	1	2+	E	2	Carrier
Mountain Cat Carrier Frigate	35cm	15cm	1	2+	E	2	Carrier
Snow Leopard War Destroyer Leader P-Refit	35cm	20cm	2	2+	O	1	Officer
Mountain Cat Carrier Frigate Leader	35cm	15cm	1	2+	O	3	Carrier, Officer
Mountain Cat Carrier Frigate Leader P-Refit	35cm	20cm	2	2+	O	2	Carrier, Officer
Commando Destroyer	30cm	20cm	0	2+	E	3	Boarding
Commando Destroyer Plus Refit	30cm	25cm	1	2+	E	3	Boarding
Leopard Destroyer	30cm	20cm	2	3+	E	2	Armoured
Leopard Destroyer Plus Refit	30cm	20cm	2	3+	E	2	Armoured
Leopard Destroyer P-Refit	30cm	25cm	3	3+	E	2	Armoured

Grade D - Light Cruisers

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Jaguar Commando War Cruiser	25cm	25cm	1	3+	D	4	Boarding
Jaguar Commando War Cruiser Plus Refit	25cm	25cm	1	3+	D	4	Boarding
Leopard Escort Destroyer	25cm	25cm	2	3+	D	4	Carrier
Jaguar War Cruiser	25cm	25cm	3	3+	D	3	Armoured
Jaguar War Cruiser Plus Refit	25cm	25cm	3	3+	D	3	Armoured
Jaguar War Cruiser P-Refit	25cm	30cm	4	3+	D	2	Armoured
Black Jaguar War Cruiser	25cm	25cm	3	3+	D	3	Raider
Black Jaguar War Cruiser Plus Refit	25cm	25cm	3	3+	D	3	Raider
Black Jaguar Escort Cruiser	25cm	25cm	1	3+	D	4	Carrier
Black Jaguar Escort Cruiser Leader	25cm	25cm	2	3+	O	4	Carrier, Officer
King Jaguar New Heavy Cruiser	25cm	25cm	4	3+	D	3	
King Jaguar New Heavy Cruiser Leader	25cm	25cm	4	3+	O	3	Officer

GRADE C - Light Cruisers

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Panther Light Cruiser	20cm	25cm	3	4+	C	3	
Panther Light Cruiser Plus Refit	20cm	25cm	3	4+	C	3	
Panther Light Cruiser P-Refit	20cm	30cm	4	4+	C	2	
Panther Light Escort Cruiser	20cm	25cm	2	4+	C	4	Carrier

Lyran Star Empire - Units

Grade B - Heavy Cruisers

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Tiger Cruiser	20cm	25cm	4	4+	B	4	
Tiger Cruiser Plus Refit	20cm	25cm	4	4+	B	4	
Tiger Cruiser P-Refit	20cm	30cm	5	4+	B	3	
Bengal Tiger Command Cruiser	20cm	30cm	4	5+	O	4	Officer
Bengal Tiger Command Cruiser Plus Refit	20cm	30cm	4	5+	O	4	Officer
Bengal Tiger Escort Command Cruiser	20cm	25cm	2	5+	O	6	Carrier, Officer
Wildcat Battlecruiser	20cm	30cm	4	5+	B	4	Armoured
Java Tiger Heavy Command Cruiser	20cm	30cm	4	5+	O	4	Officer

Grade A - Battle Cruisers

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Hellcat Heavy Command Cruiser	20cm	40cm	4	5+	O	4	Officer
Wildcat Battlecruiser Plus Refit	20cm	35cm	4	5+	A	4	
Wildcat Escort Battlecruiser	20cm	35cm	4	5+	A	4	Carrier
Wildcat Escort Battlecruiser Plus Refit	20cm	35cm	4	5+	A	4	Carrier

Grade R2 - Dreadnoughts

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Lion Dreadnought	10cm	45cm	8	6+	R2	6	
Lion Dreadnought P-Refit	10cm	50cm	9	6+	R2	5	
Lion Dreadnought Escort Carrier	10cm	45cm	5	6+	R2	9	Carrier
Gir Lion Heavy Dreadnought	10cm	45cm	7	6+	R2	7	

Grade R1 - Battleships

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Cave Lion Battleship	10cm	45cm	10	6+	R1	7	
Cave Lion Battleship Carrier	10cm	45cm	7	6+	R1	10	Carrier

Lyran Star Empire - Battlegroups

Empire Host							0-4		
	F	E	D	C	B	A	O	R2	R1
Core	4	3	2	1			2		
Optional									
Reinforcements									
Specials/Restrictions									
The Empire Host can not be taken with any other battlegroup and can not exceed 4 battlegroups in a fleet.									

Pride Cheetah							0-4		
	F	E	D	C	B	A	O	R2	R1
Core	10						2		
Optional									
Reinforcements									
Specials/Restrictions									
All Cheetah class ships, no other types of ship are allowed. The Officer must be a Snow Leopard War Destroyer Leader.									

Stalker Regiment							0-2		
	F	E	D	C	B	A	O	R2	R1
Core		8					2		
Optional									
Reinforcements		4					1		
Specials/Restrictions									
All units must have the Boarding ability except for the Officer. Officer can be a Grade C or less.									

Kingdom Control							0-2			
	F	E	D	C	B	A	O	R3	R2	R1
Core		4	1				2			
Optional	2		4				1			
Reinforcements		2					1			
Specials/Restrictions										
If the Optional choice consists of all Black Jaguar War Cruisers then all other units gain the Armoured ability also.										

Gunship Support							0-1		
	F	E	D	C	B	A	O	R2	R1
Core							1	2	
Optional		4	2				2		
Reinforcements							1	1	
Specials/Restrictions									
All units for this battlegroup must have the Carrier ability or it can not be taken, with the exception of the Officer unit.									

War Council							0-1		
	F	E	D	C	B	A	O	R2	R1
Core							5		
Optional									
Reinforcements									
Specials/Restrictions									
Officers are Grade A or less. They can command any battlegroup that has lost their Officer unit as if was their own otherwise they behave like non-Officer units.									

Lyran Star Empire - Battlegroups

Heavy Support							0-1			
	F	E	D	C	B	A	O	R2	R1	
Core							1		2	
Optional							1		1	
Reinforcements										
Specials/Restrictions										
Officer must be a Hellcat Heavy Command Cruiser for both Core and Optional.										

Pride Jaguar							0-3			
	F	E	D	C	B	A	O	R2	R1	
Core			6				1			
Optional										
Reinforcements			5				1			
Specials/Restrictions										
All Jaguar class ships, no other types of ship are allowed. The Officer must be a King Jaguar New Heavy Cruiser Leader.										

Pride Panther							0-3			
	F	E	D	C	B	A	O	R2	R1	
Core				6			1			
Optional										
Reinforcements				5			1			
Specials/Restrictions										
All Panther class ships, no other types of ship are allowed. The Officer must be a Bengal Tiger Command Cruiser.										

Pride Tiger							0-1			
	F	E	D	C	B	A	O	R2	R1	
Core					10		1			
Optional										
Reinforcements										
Specials/Restrictions										
All Wildcat class ships, no other types of ship are allowed. The Officer must be a Java Tiger Heavy Command Cruiser.										

Pride Wildcat							0-3			
	F	E	D	C	B	A	O	R2	R1	
Core							6	1		
Optional										
Reinforcements							5	1		
Specials/Restrictions										
All Wildcat class ships, no other types of ship are allowed. The Officer must be a Java Tiger Heavy Command Cruiser.										

Territory Taker							0-1			
	F	E	D	C	B	A	O	R2	R1	
Core							1		1	
Optional										
Reinforcements							1		1	
Specials/Restrictions										
If a Cave Lion Battleship Carrier is chosen no other battlegroup in the fleet may have a Carrier unit.										

Lyran Star Empire - Fleets

The Red Claw Clan



The Red Claw Clan is one of the most honoured of the Lyran's clans. They have one of the most largest and honoured navies within the Empire, best trained Stalkers (marines) and some of the best technology available. The Red Claws are also one of the proudest and most arrogant clans in the empire. Their duke is obsessed with the clan's high position and maintaining their high social status.

When a Red Claw cadet reaches a certain reputation, they may petition to join the Clan's special forces. Those who rise to the top of the clan's military force will usually become a Count after their retirement, although recently the clan's engineering corps has eclipsed the military in prestige.

Fleet Rules

All ships chosen have special counters with their abilities displayed on them, however, they have Armoured, Boarding(2), and Missiles(1).

Synergy Strike Force						0-3			
	F	E	D	C	B	A	O	R2	R1
Core						6	1		
Optional									
Reinforcements						5	1		
Specials/Restrictions									
All Red Claw type Wildcat class ships, no other types of ship are allowed. The Officer must be a Java Tiger Heavy Command Cruiser.									

Special Rules

Elite Recruitment: Red Claw can not ally to other races, fleets, or players unless they are another Red Claw fleet.

Advanced Vessels: All Black Clan units ignore the Weaker Shields as if they were upgraded with the B-Refit.

Rallying Support: In a Starbase Assault Mission the fleet may use a single Gunship Support or Mountain Watchers High Guard battlegroup instead of a single Red Claw Synergy Strike Force.

Rallying The Prides: You may take one additional battlegroup, that does not count toward the total battlegroup limit as long as it is from one, *and only one*, of the following Lyran groups; Pride Jaguar, Pride Panther, Pride Tiger.

Lyran Star Empire - Fleets

The Iron Fang Clan



The Iron Fang were once one of the Lyran's great clans, but now lingers in obscurity. Sixty years ago, their leader, Duke Varashar, betrayed Lyra by giving information to the *Enemy who's Name Can Not Be Spoken Aloud*, the perennial enemy of the Lyran Empire. The clan lost nearly all of its ships and status because of this heinous act, and it has taken two generations for the rest of Lyra to even look at this disgraced clan - they're still pariahs amongst the empire.

Joining the Iron Fang's military forces will probably be seen as a stigma, but the most successful commander of this generation is almost certainly to succeed the current Count of the Iron Fang, and clan fortunes and prestige have been known to change rapidly.

Fleet Rules

All ships chosen are specially equipped Klingon/Lyran D7 Battle Cruisers with stolen Hydran Hellbore weaponry, as well as repurposed Klingon Disruptors.

Iron Fang Outcasts						0-4				
	F	E	D	C	B	A	O	R2	R1	
Core						6	1			
Optional										
Reinforcements						4				
Specials/Restrictions										
All ships are D7 Battlecruisers, no other types of ship are allowed. The Officer must be a Java Tiger Heavy Command Cruiser.										

Special Rules

Lyran D7:

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Iron Fang D7 Battlecruiser	20cm	30cm	6	5+	B	4	Hellbore

Hellbore: During the Tactical phase instead using any Firepower dice it uses multiple D6, the first is rolled as normal, equal or above the target's shield. This does 1 damage, you then roll a 2nd D6 rolling the shield again, if successful deals 2 damage, and so on and so forth until the attacks fail to hit the Shield value.

1st Roll=1 Damage > 2nd Roll=2 Damage > 3rd Roll=3 Damage, etc. However this weapon can ONLY damage a single unit.

Disruptors: 50% of a unit's maximum range and deals 1 damage per hit, however enemy shield value is at a -1.

Lyran Star Empire - Fleets

Mountain Watchers Clan



This obscure clan has only recently arisen to power, mainly due to their political skill, though many accuse them of espionage and sabotage against other clans. They have a great deal of political influence at the Lyran Court, although other clans are almost unanimous in their loathing of these obsequious little cats. The Mountain Watchers have also achieved a reputation for technical excellence.

Special Rules

Mountain Lion Battleship: This ship can only be taken once and must be the first Officer unit taken for the first battlegroup chosen.

Class	Speed	Range	Firepower	Shields	Grade	STS	Special
Mountain Lion Battleship	10cm	50cm	10	6+	R1	7	Strike Commander, Boarding(2)

Clan Pride: If a War Council battlegroup is chosen, *or is available to be*, 2 Mountain Lion Battleships can be taken instead of a single one.

Advanced Expanding Sphere Generators: As long as a Mountain Lion Battleship is present on the battlefield all ESG weapons gain a +1 D6 to their pools. For example; *10cm range 1 dice per enemy unit*, now becomes *10cm range 2 dice per enemy unit*.

Deception or Allies?: A Mountain Watchers fleet may ally with **ANY** other race, even those the table says it can not ally. Battlegroups from allied races however fill 3 slots instead of the usual amount.



