ERIC ZIMMERMAN

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# QUANTUM

## RULES OF PLAY

FUN FORGE

LAUNCH THE LONG-RANGE SCOUT! MOVE THE FLAGSHIP INTO ORBITAL POSITION! AND RECONFIGURE THAT BATTLESTATION! YOUR SQUADRON OF LOYAL STARSHIPS, POWERED BY QUANTUM PROBABILITY ITSELF, CARRIES THE MIGHT OF YOUR PEOPLE TO THE FAR-FLUNG STARS.

THE FLEET IS YOURS TO COMMAND. BUT HOW WILL HISTORY REMEMBER YOU? AS A RAVENOUS DESTROYER? A CLEVER TACTICIAN? A BRILLIANT EXPLORER? MANEUVER YOUR DEADLY ARMADA, CONSTRUCT WORLD-SHATTERING TECHNOLOGIES, AND RALLY THE REMNANTS OF HUMANITY FOR A FINAL CONFRONTATION.

## MATERIALS

- (A) 24 map tiles
- (B) 28 dice in 4 colors
- (C) 2 Combat dice
- (D) 28 Quantum cubes tokens in 4 colors
- (E) 22 Gambit cards
- (F) 31 Command cards
- (G) 4 Command sheets

## SETUP

1. Depending on the number of players (2, 3, or 4), set up the basic map according to the appropriate diagram to the right. Be sure to match the planet numbers on each tile with the diagram. (Planet color doesn't matter.)

2. Each player chooses a command sheet, plus 7 dice and 5 quantum cubes (the small cubes) of matching color. Two of the quantum cubes are not needed (they are used with advanced maps).

3. On your command sheet, place a die in the research box and a die in the dominance box, both with the «1» facing up. Place your 5 cubes in the *quantum cubes* box on your command sheet.

4. Roll 3 other dice. These are your starting ships. If you don't like the results, you may re-roll all 3 of your ships only one time, but you must re-roll all 3, and you must keep the second roll. (If this is your first game don't worry about re-rolling.) Your remaining 2 dice are your expansion ships and are placed to one side of your command sheet.

5. The first player is the one with the lowest ship total (resolve any ties by rolling other dice). Starting with the first player and going clockwise around the table, place one of your quantum cubes on one of the *starting planet locations* as indicated by the **red arrows on the map to the right**. Then, in player order place your 3 ships in spaces next to (not diagonally adjacent to) your starting planet. The 4 spaces next to a planet are called *orbital positions*.

6. Set the 2 combat dice — the black *weapons die* and the white *defenses die* — near the map.

7. Finally, separate and shuffle the two kinds of advance cards - the darker *gambit cards* and the lighter *command cards* - into separate face-down decks. Deal 3 of each type face-up to one side of the map. The remaining cards are placed in 2 face-down decks nearby. (Don't worry about reading the face-up cards before the game starts.)

*Starting planet locations*

BASIC MAP FOR 2 PLAYERS

BASIC MAP FOR 3 PLAYERS

BASIC MAP FOR 4 PLAYERS

# HOW TO PLAY

## Victory

The goal of Quantum is to conquer the sector by placing all of your quantum cubes on the map. You can place quantum cubes in 2 ways: by constructing them on planets, and by destroying enough enemies to achieve infamy.
**As soon as you place your final quantum cube, you immediately win the game.**

## Quantum Cubes

Quantum cubes are impossibly huge, planetary energy extractors that provide the massive power required for quantum drive technology.
They also serve as deployment outposts for your fleet: as you place them on planets, you gain a new location to deploy your ships.
Once a quantum cube is placed on a planet, it cannot be removed from the map.

## Ships

Each of your dice on the map is one of your ships. The die number is the number of spaces a ship can move. The die number is also the combat power of your ship - **with lower numbers more powerful.**

*slow but deadly*
BATTLESTATION

*aggressive*
DESTROYER

*agile*
INTERCEPTOR

*commanding*
FLAGSHIP

*versatile*
FRIGATE

*swift but vulnerable*
SCOUT

***ADJACENCY:***
*If the rules mention a space "next to" something - like a die - it means the 4 spaces orthogonally adjacent to the die on the grid of the map and NOT the diagonally adjacent spaces.*
*If the rules mention "surrounding spaces," that means the spaces next to the space of the die AND diagonally adjacent spaces.*

*Spaces next to the die*

*Surrounding spaces*

***ORBITAL POSITIONS:***
*Orbital positions are the four spaces next to a planet.*
*In the illustration, the red 3 die is in an orbital position around the planet, but the red 5 in the corner is not.*
*At the start of the game, you place your dice in orbital positions around your starting planet.*

*Orbital positions*



# TURN SEQUENCE

**Starting with the first player, play proceeds clockwise in turns. Each player's turn is split into 2 phases:**

## Phase 1 / Actions - *command your fleet on the map, build quantum cubes, and research future advancements*

**Take up to 3 actions + use ship special abilities**

The 5 possible actions you can take are:

1. RECONFIGURE - reroll one of your ships
2. DEPLOY - move one of your ships from the scrapyard to the map
3. MOVE / ATTACK - move (and possibly attack) with one of your ships
4. CONSTRUCT - build a quantum cube (uses 2 actions)
5. RESEARCH - add 1 to your research die

- Unused actions do not carry over to future turns
- You can choose the same action more than once.

**Using your ships**

- Each ship can move/attack only once per turn.
- Each ship can use a special ability once per turn. A ship's special ability never uses up one of your 3 actions.
- Even if the number of a ship changes, a single ship die can only move/attack once per turn, and can only use one special ability per turn.

## Phase 2 / Advance Cards - *choose advancements earned through research breakthroughs and newly built quantum cubes*

After you have completed all of your actions for the turn, select advance cards from the available face-up cards. You receive:

- one card for a research breakthrough - if your research die reached 6
- one card for each quantum cube you placed during your turn

Then announce the end of your turn, and the next player's turn begins.

# ACTIONS

**TAKE UP TO 3 ACTIONS ON YOUR TURN**

## 1. Reconfigure - *instantly transform a ship through quantum uncertainty*

The RECONFIGURE action lets you reroll one of your ships that is on the map or in your scrapyard.
- Roll the die. If you get the same number, keep rolling until you get a new number.

## 2. Deploy - *bring a destroyed and re-outfitted ship from the scrapyard back into action*

The DEPLOY action relocates a ship that was destroyed in combat from your scrapyard to the map.
- Take the ship out of your scrapyard and place it in an empty orbital position next to a planet that has one of your quantum cubes.
  This does not count as that ship's move for the turn: you can deploy a ship and move it in the same turn (this uses two actions, of course).
- Your 2 expansion ships cannot be deployed. They can only enter the game when you play the EXPANSION gambit card.

## 3. Move / Attack - *tactical ship movements and combat*

The MOVE action lets you move one of your ships on the map.
ATTACKING is part of moving - you attack by ending your move on an enemy.

**MOVING:** A ship can move ONLY once per turn, up to the number of squares indicated by its die; however, it may change direction as often as you like.

- Even if its number changes, a ship die can only move once a turn.
- Ships can move to any square next to them (they don't move diagonally).
  Orbital and non-orbital locations can be used for movement.
- Ships can neither pass through nor land on planets.
  Planets are not spaces for movement — they are obstacles.
- Ships cannot pass through other ships.
- You must end your move on an empty square unless you are attacking.

**ATTACKING:** Attacking is part of moving - it is not a separate action.

*MOVING: The red 4 can move to any of the highlighted spaces. Other spaces are blocked by planets and by friendly and enemy ships.*

### MOVING TO ATTACK POSITION:

- To attack, end your move in the square of an enemy ship. Move your ship halfway into the square to show you are attacking.
- It costs a movement point to move into an enemy square. For example: a "1" die can only move 1 space total.
  So it can only attack a ship that is next to the space from which it started its move.
- Once a ship attacks, its movement for the turn is done; it cannot move after it attacks.

*MOVING TO ATTACK POSITION:*
*The green 3 can use its 3 movement to attack the 4 or the 2 but the 5 is out of reach.*

*The 3 decides to attack the 4 and is placed halfway into the 4's square.*

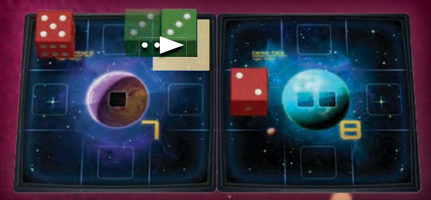
### RESOLVING AN ATTACK:

- After moving to attack, the attacker rolls the black weapons die and the defender rolls the white defenses die.
- Each player adds the number they rolled to the die number of their ship involved in the attack.
- Compare the two totals. The lower total wins, and the attacker wins ties.

- **If the attacker's total is equal to or less than the defender's total, the attack is a success:**
  The defending ship is destroyed, rerolled and placed in the owner's scrapyard (in the scrapyard, the remains of the destroyed ship are immediately transformed via quantum technology into a new ship).
  The attacker can choose to move into the defender's square OR move back into the square from which it attacked.
  The attacker gains 1 dominance and the defender loses 1 dominance, which players record using the dominance die on their command sheets.

- **If the defender has a lower total, the attack has been repelled.**
  The attacker is NOT destroyed, but simply moves back into the square from which it attacked. No dominance is gained or lost.
  There is no risk to the attacker should an attack be unsuccessful.

*The green 3 attacks the red 4.*
*Both players roll combat dice and get 2s. The attacker has a lower total and wins the combat.*



*The red 4 is rerolled and placed in the red player's scrapyard. The green player decides to move the 3 back into the square from which it attacked. The attacker gains 1 dominance and the defender loses 1 dominance.*

## 4. Construct a quantum cube (uses 2 actions) - *harness an entire world's power by building a massive quantum energy extractor*

The CONSTRUCT action is the primary way you build quantum cubes and win the game.

- **You can construct a quantum cube on a planet if you have ships in orbital positions around it that add up EXACTLY to the planet number.**
  *Example: you could construct a quantum cube on a size 8 planet with a 6+2, a 5+2+1, etc.*
  The construct action is not affected by ships diagonally adjacent to the planet, nor by enemy ships.
- You must EXACTLY match the planet number. If your ships in orbital positions add up to a higher or lower number, you cannot construct.

*The green player CAN construct on this planet because the green dice in orbital positions (5 & 3) add up exactly to 8. The enemy red 3 and the green 2 in the corner do not affect the action.*

*The green player uses two actions and places a quantum cube on the planet. The green player cannot build another quantum cube on the same planet because there is already a green cube there.*

- Construct uses up two of your actions on a turn. To construct, place one of your quantum cubes on an empty location on the planet.
- Most planets have multiple locations for placing cubes. A size 8 planet has 2 locations, a size 9 has 3, and a size 10 has 4.
- You CANNOT place two of your quantum cubes on the same planet. But different players CAN build on the same planet.
- During the advance cards phase of your turn, you will select one advance card per quantum cube you placed during the turn.

## 5. Research - *invest in the advancement of knowledge and the evolution of your fleet's capabilities*

The RESEARCH action adds 1 to your research die.

- Change the research die on your command sheet so that the number increases by 1.
- You can use as many actions as you want for research each turn; however, you cannot increase the research die higher than 6.
- During the advance cards phase of your turn, if your research die has reached 6, you have achieved a ***research breakthrough*** and can select any available advance card. The research die is then reset back to 1.

# SHIP ABILITIES

**Each type of ship has a unique special ability that can be used once per turn.**

- An individual ship die can only use ONE ability per turn, even if it changes number.
- Using a ship ability does not count as an action (although maneuver and transport are used during a move action).
- Ship abilities can only be used on your turn, and only by ships on the map. (Ships in the scrapyard and expansion ships can't use abilities.)
- You cannot change a ship number in the middle of moving that ship - for example, immediately before rolling for combat.

**BATTLESTATION** - *mighty weapons of destruction*

**STRIKE: attack space next to the battlestation**

Strike gives you a single free move/attack of 1 space that must include an attack. It is possible to move/attack normally and also use strike for a second attack on the same turn.

**FRIGATE** - *workhorse utility ships*

**MODIFY: change to a 3 or 5**

After you modify, you can't use the ship's new ability this turn, since modify was the ship's ability use for the turn.

**FLAGSHIP** - *command and control centers*

**TRANSPORT: carry ship as you move**

Place one of your ships that is in any surrounding space on top of the flagship. Then use the flagship's move action to move the flagship 1 or 2 spaces. Finally, place the transported ship in any empty surrounding space. A flagship cannot attack if it transports, but a transported ship CAN move and attack normally after it is dropped off.

**INTERCEPTOR** - *stealthy fighters*

**MANEUVER: travel diagonally**

Activating maneuver during your move action lets you go to any surrounding space as you move. This means you can travel diagonally as part or all of your movement.
You CAN attack diagonally.

**DESTROYER** - *mainstay gunships of a fleet*

**WARP: swap places with one of your ships on the map**

Warp does not count as the destroyer's move.

**SCOUT** - *long-range patrol ships*

**FREE RECONFIGURE: re-roll the ship**

If you roll a 6, roll again until you get a new number.

**Movement and ship abilities.** *The TRANSPORT ability of the Flagship and the MANEUVER ability of the Interceptor are used as the ship is taking its MOVE or MOVE/ATTACK action. For example, if you move a flagship and have it use TRANSPORT, you have used up the ship's MOVE for that turn and also its special ability use for that turn. So the use of these two abilities does use up an action - the ship's MOVE action.*



# DOMINANCE

Your DOMINANCE is a measure of your combat supremacy. When it reaches 6, you achieve infamy and can leverage your commanding reputation to place a quantum cube anywhere on the map. You can achieve infamy multiple times during a game.

- Every time you destroy an opponent's ship, move your dominance die up by 1.
- Every time one of your ships is destroyed, move your dominance die down by 1.
  Your die starts at 1 and cannot go above 6 or below 1.

- Place a quantum cube immediately when your dominance die reaches 6.
  Put the quantum cube in any empty cube location on a planet where you do NOT already have a cube of your color.
  You do not need to have a ship next to the planet where you are placing the quantum cube.
  Place the quantum cube immediately - do not wait until the end of your turn.

- After you have placed your quantum cube, reset your dominance die to 1. It can go up again during the same turn.
- During the advance cards phase of your turn, you will select one advance card per quantum cube you placed during the turn.

# ADVANCE CARDS

ADVANCE CARDS are powerful rewards for placing quantum cubes or achieving research breakthroughs.

- In the second phase of your turn, after you have completed all of your actions, get advance cards for the following:
  one card from the extracted power of each quantum cube you placed during that turn
  one card if your research die reached 6 and you achieved a research breakthrough

- Select any one of the 6 face-up advance cards. There are two kinds of advance cards.
  The dark **gambit cards** are one-time, bold actions. They take effect immediately and are then discarded. You cannot hold on to gambit cards. Resolve gambit cards as soon as you select them.

  The light **command cards** give you permanent abilities for commanding your fleet. They are lasting effects and are attached to one side of your command sheet for the rest of the game. You can have up to 3 active command cards.

*Gambit cards*

*Command cards*

- After choosing a card, immediately replace it by drawing a new one from the corresponding deck.
- You can have a maximum of 3 active command cards. If you already have 3 command cards and you get the opportunity to select a new card, you can still choose a gambit card or you can replace one of your command cards with a new one (discard the one that you replace).
- You always have the option of spending one of the card draws you've earned in order to discard the 6 cards available, and draw 6 new ones. Remember, each time you do this, you draw one card fewer that turn!
- Discards are placed face-up in a discard pile next to the corresponding deck. If there are no more cards in a deck, shuffle the discards and make a new deck.
- New command cards take effect when the next turn starts - you don't use them on the turn that you get them. Gambit cards take effect immediately.
- The EXPANSION gambit card is the only way to bring your two expansion ships into the game. If you already have both of your expansion ships in the game, you cannot use EXPANSION cards.
- There are more card-specific clarifications and explanations in the FAQ section of these rules.

# WINNING

**You win immediately** as soon as you place your final quantum cube on the map.

# SAMPLE GAME

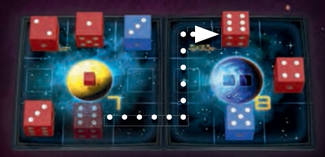
Midway into a game, two players are trying to construct quantum cubes on a size 8 planet.
The Red (Vulpes) player has already expanded his fleet to 5 ships.

## VULPES ALLIANCE TURN

The Vulpes Alliance wants to move a ship into position to construct a quantum cube.
The 6 is in range - the next step is to move it into position and then reconfigure it into the right number.

### ACTION 1 / MOVE THE 6

For the first of his 3 actions, Vulpes decides to MOVE his ship 5 spaces.
Ships can neither pass through nor land on planets, and ships cannot pass through other ships.



**RECONFIGURE (REROLL) THE 6**
Each ship has a different special ability it can perform, and Vulpes uses the 6's FREE RECONFIGURE ability, which lets you reroll the ship.
He rolls a 1. A special ability never uses up one of your 3 actions for a turn - so Vulpes still has only used 1 of his 3 actions.

### ACTION 2 / RECONFIGURE THE SAME DIE AGAIN

Vulpes wants dice that total 8 in orbital positions around the planet.
The rerolled 1 doesn't help.
So he spends his second action to RECONFIGURE the die again - this time rolling a 4 - exactly what he needs!

### ACTION 3 / ADD 1 TO RESEARCH

Constructing a quantum cube takes 2 actions, and he only has 1 action left.
So for his third and final action, Vulpes decides to add 1 to his RESEARCH.
When research reaches 6, you can pick an advance card.
Vulpes hasn't earned any card draws for the advance cards phase this turn, so his turn is over.

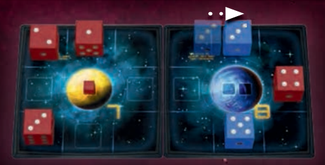
## KEPLER IMPERIUM TURN

Kepler sees that her opponent will be able to construct next turn - so she moves in to attack. She might be able to construct a quantum cube too!

### ACTION 1 / MOVE AND ATTACK WITH THE 3

Kepler attacks, moving her blue 3 into the space with the red 4. Both players roll combat dice: the black weapons die is a 3 and white defenses die is a 2. Adding their ship numbers, the blue total (3+3) is the same as the red total (4+2).
The attacker wins ties, so the attack succeeds. The 4 is destroyed and goes to the Vulpes player's scrapyard, where it is immediately rerolled.

**AFTER THE ATTACK**
Kepler chooses to move her 3 into the space she attacked (she could also choose to move it back to the space from which it attacked).
As a result of the attack, her dominance goes up by 1 and the Vulpes dominance goes down by 1.
When dominance reaches 6, you can place a quantum cube on the map.



### ACTIONS 2-3 / CONSTRUCT A QUANTUM CUBE

For her last two actions, Kepler CONSTRUCTS a quantum cube on the planet.
She can do this because her 3 and 5 in orbital positions add up to 8, which exactly matches the planet number of 8.
She places a quantum cube from her command sheet onto the map.

**PICK AN ADVANCE CARD**
Constructing a quantum cube uses up 2 actions, so Kepler has used up all 3 of her actions.
Because she constructed a quantum cube, in the advanced cards phase of her turn, Kepler picks an advance card.
She chooses the AGGRESSION gambit card, which immediately adds 2 to her dominance.

## VULPES ALLIANCE TURN

It looks like Kepler has ruined Vulpes' plans for a quantum cube on the planet. But... there is still a way to use several ship abilities in combination to build a cube.

### ACTION 1 / TRANSPORT THE 1

The Vulpes player begins by using the 2's special ability of TRANSPORT.
The first step is to "pick up" the ship that is going to be transported.
So the Vulpes player puts the 1 on top of the 2. Transport uses the MOVE action of the Flagship, so the transport will cost 1 action.

**FINISH THE TRANSPORT**
The 2 moves two spaces, and then "drops off" the 1.
A flagship can pick up and drop off ships in any surrounding space, so Vulpes is able to drop off the 1 in a diagonally adjacent square.
This puts the 1 in an orbital position.

**WARP THE 3 INTO ORBITAL POSITION**
Using the WARP power of the 3, the Vulpes player swaps the 3 with the 1.
This is a special ability use and doesn't use up an action.

**MODIFY THE 4 INTO A 5**
Making use of the MODIFY power of the 4, the Vulpes player changes the 4 to a 5.
This is another special ability and so also doesn't use up an action.

## ACTIONS 2-3 / CONSTRUCT A QUANTUM CUBE

Despite all of this activity, the Vulpes player has only used up 1 of his 3 actions so far.
His dice in orbital positions add up to 8, which matches the planet.
He spends his final two actions constructing a quantum cube.

**PICK AN ADVANCE CARD**
The Vulpes player gets a card in the advance cards phase of his turn.
He chooses the BRILLIANT command card and attaches it to the right side of his command sheet.

# THE FACTIONS OF HUMANITY

*Do not let the uncertainty of battle distract you. Starships cross the gaps between worlds and transform their hulls in a millisecond. But the successful commander understands that any conflict is ultimately a conflict between minds. Psychological victory leads to material victory. Material victory leads to aesthetic victory. Aesthetic victory is eternal. All hail the greater good.*

***Memo to subordinates***
***Rank 7 Imperial Strategist L.R.H.***

### KEPLER IMPERIUM

A highly disciplined militaristic society that celebrates power, obedience, and the transcendental beauty of war

*The enigmas of the Six-Dimensional Quantum Displacer - the Quantum D6 - confound our philosophers and our theologians. Time and space are two braided serpents that eat each other's tails. Thus we fight the same battles, over the same sectors, again and again and again. We are quarks in the mind of God; science is the balm for the ailment of existence.*

***Meditation 5:74***
***Andromeda Master Nebuchadnezzar***

### ANDROMEDA CONFEDERACY

Driven mad by the pursuit of knowledge, stopping at nothing to evolve themselves and their technology to the next stage of humanity

*Betty dear, ever wonder how quantum cubes work? First of all, they are DARN big! Machines the size of a continent - boggles the mind! But they really are quite simple. You know, dear, how quantum uncertainty can move all of the air molecules to one corner of a room? Quantum cubes do the same thing - just to all the energy in a planet. We build 'em, and BOOM! - all the power we need to build our next quantum cube - plus some left over for fleet improvements. Leaves the planet a bit of a mess, but hey - that's not my department. Damn, I love my job!*

***Letter to home colony***
***Chief Engineer B. Rogers, H.M. Orion Royal Navy***

### ORION REPUBLIC

self-appointed moral guardians of humanity, heroically preserving the final remnants of civilization in the known universe

*Today is a good day to die again.*

***Vulpes Alliance warning carved into the hull of plundered battlestation***

### VULPES ALLIANCE

A loose collection of survivalists, bound together by an embrace of interspecies DNA splicing and their animistic worship of the Quantum

# F.A.Q.

*WHAT CAN A SHIP DO ON A TURN?*
Each turn an individual ship die can move (or move/attack) once.
In addition, each ship can use its special ability once per turn.

*WHAT IF A SHIP CHANGES NUMBER? CAN IT USE ITS NEW ABILITY?*
Yes, but only if it hasn't yet used a special ability that turn.
An individual ship die can only use a special ability once per turn, even if it changes number.

*CAN I USE A SHIP ABILITY AT ANY TIME?*
You can only use an ability on your turn and only with ships that are on the map. Also, you can't use a ship ability in the middle of a move or move/attack.
For example, you can't move a frigate into attack position and then modify it down to a die of 3 at the end of your move, right before you roll for your attack.

*IS THERE SOME ORDER ON MY TURN FOR TAKING ACTIONS AND USING ABILITIES?*
No. You can take your three actions and activate ship abilities in any order, mixing and matching them.

*DOES MY TURN END IMMEDIATELY WHEN I FINISH MY 3RD ACTION?*
Not necessarily. You can still use ship special abilities and advance card powers after your take your third action.

*IF A SHIP ATTACKS AND LOSES, IS IT DESTROYED?*
No. An attacker is not destroyed if the attack fails. It just means that the attacker's weapons were repelled.

*DOES THE ATTACKER LOSE DOMINANCE IF AN ATTACK FAILS?*
No. Dominance only changes if a ship is destroyed through an attack.

*ARE QUANTUM CUBES EVER REMOVED FROM THE MAP AFTER THEY ARE PLACED ON A PLANET?*
No. Once a quantum cube is placed on a planet from your command sheet, it is on the map for the rest of the game.
There is one gambit card - **RELOCATION** - that can move an opponent's cube to a different planet.

*WHEN DO I GET MY ADVANCE CARDS?*
During the advance card phase of your turn - after you have completed all of your actions for the turn.

*THE FLAGSHIP'S TRANSPORT ABILITY AND THE INTERCEPTOR'S MANEUVER ABILITY BOTH HAPPEN AS I MOVE - RIGHT?*
That's correct. These two powers take place as part of your move action. So if your interceptor moves and uses maneuver to travel diagonally, you have used up the interceptor's move and its special ability for that turn. (And you used up an action.)

*IF A CARD GIVES ME EXTRA MOVES OR SPECIAL ABILITY USES, HOW DOES IT WORK FOR THE FLAGSHIP AND INTERCEPTOR?*
If a card power lets a flagship or Interceptor move a second time, you don't get to use the ships's special ability a second time.
Similarly, if a special card power lets you use a ship's ability a second time, you can't use the flagship's transport or the interceptor's maneuver again unless you also have a power that lets you move the ship twice.



## ADVANCE CARDS

*A LOT OF THE CARDS BREAK THE NORMAL GAME RULES. WHICH RULE TAKES PRECEDENCE?*
The cards always take precedence. For example, a ship can normally move only once per turn, but some cards break that rule and let ships move more than once during a turn.

*IF AN ADVANCE CARDS SAYS "ONCE PER TURN" DOES THAT MEAN ONCE ON MY TURN ONLY?*
Yes. It does NOT mean once on each player's turn. You cannot use a "once per turn" power on another player's turn.

*SOME OF THE CARD POWERS ARE LISTED AS "FREE ACTIONS" OR "USE AN ACTION." HOW DOES THAT WORK?*
A "free action" means the use of the card power does not use up one of your three actions on a turn.
If it "uses an action" it means the card power uses up one of your three actions. Gambit cards take effect immediately and never use up actions.

*WHEN DO MY NEW CARDS TAKE EFFECT?*
Gambit cards always take effect as soon as you choose them. Command cards take effect starting on the NEXT turn.
New cards with a "passive" ability start to work on the next player's turn.
New command cards with an "active" ability (most of them) can be used on your next turn.

### NOTES ON INDIVIDUAL ADVANCE CARDS

- **EXPANSION** permanently adds a ship to your fleet – if it is destroyed, it goes to your scrapyard.
  Gaining a ship with **EXPANSION** does NOT give you an extra action. You still have only 3 actions on your turn.
  If you have already brought your two expansion ships into the game, then you cannot use **EXPANSION** cards.
- Destroying an attacker through **STUBBORN** increases your dominance die, and decreases your opponent's dominance die, just as if you had initiated the attack.
- If one player in a combat has a chance to reroll because of cards like **RELENTLESS** or **CRUEL**, the reroll happens after both players have rolled once. If both players have an option to reroll, first the attacker decides and then the defender decides whether or not to reroll. You must keep the number you rerolled.
- Cards that get you an extra action (like **ARROGANT**, **CURIOUS**, or **WARLIKE**) do not let you move a ship a 2nd time in one turn.
- A ship whose number is changed with **FLEXIBLE** can still only use one special action per turn.
- Cards like **ENERGETIC** that let you move a ship a second time in a turn do not let you use the ship's special ability a second time. For example, if you use **ENERGETIC** to move your interceptor a second time, you can't use the maneuver ability to move diagonally if that ship die has already used its special action that turn.
- **CUNNING** lets a scout, destroyer, frigate, or battleship use its ability a second time. It does not let an interceptor or flagship move a second time. However, if you use a power like **ENERGETIC** to move an interceptor or flagship a second time, you could then also use **CUNNING** to activate its special ability a second time as it moves.
- When you play **MOMENTUM**, your turn does "reset" as if you were getting a band-new turn. Ships CAN move and use abilities again. You can also use any command cards as if it is a new turn - including cards you just acquired.
- If you use **REORGANIZATION** and you have **STEALTHY**, you have the option of placing your rerolled dice anywhere that is not next to another die. If you use **REORGANIZATION** and you have **CLEVER**, choose the new dice numbers.

# A HISTORY OF THE FUTURE

## 1952: Cracking the code of reality.

In the dark days of the cold war, a secret team of theoretical physicists and experimental poets hack time and space to create the Six-Dimensional Quantum Displacer - or Quantum D6 - a machine that projects all future possibilities and selects one to become reality.
The highly improbable becomes the possible. Water into wine; matter into nothingness; life into death.
The Quantum D6: unthinkably powerful and dangerously unpredictable.

## 1984: A planet-shattering war.

To bend the future, the Quantum D6 demanded inconceivable amounts of energy. Global fuel was limited; war was inevitable.
As they battled each other, earth's superpowers split the planet asunder to drain the last breath of life from the core.
Survivors fled the shattered world, climbing aboard gleaming rocketships propelled by quantum probability, headed for the stars.

## 2023: The Factions collide.

A grand Stellar Council of the four factions of humanity was called: the ruthless Kepler Imperium, the heroic Orion Republic, the scavenging Vulpes Alliance, and the scientific Andromeda Confederacy.
But a smuggled quantum device obliterated the diplomats from existence and eliminated any chances for peace.

## Date Unknown: The Quantum Wars.

Now we stalk the stars in armadas of rocketships: tribes of humanity, armies of faith in thrall to the quantum.
Quantum drives hurl our ships to new sectors, transform their hulls in the blink of an eye, and rend our enemies asunder.
To survive and fight another day, we build quantum cubes - massive constructions that rip the energy from planets to feed the hunger of the Quantum D6.
What is victory?
What is defeat?
Existence is a die thrown by blind human hands – only the gods glimpse its final outcome.

# CREDITS

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