

QUANTUM LEGIONS™ is a game of science fiction ground combat—or more specifically, a series of games simulating battalion-level conflict within the universe of the Thirteen Provinces.

Innovative command and combat mechanics allow players to quickly and easily fight out any number of battles of varying sizes, keeping the focus on tactics rather than rules.

Though designed as a “hex-n-counter” board game, **QUANTUM LEGIONS** can easily be adapted as a miniatures war-game. Details on how this can be accomplished are provided in the rule-book.

Finally, like most Majestic Twelve products, **QUANTUM LEGIONS** includes rules for creating your own units so you can add to its exciting background, simulate your favorite movies and television shows, or create your very own universe!

QUANTUM LEGIONS: Wargaming on an Epic Scale.



QUANTUM LEGIONS

Rulebook version 1010.16 (*October 2010*)

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The Blight has passed, and the long, slow road to recovery begins.

The Emperor has been in exile for a dozen years and more. Despite their reduced numbers and weakened condition, his Golden Legions remain formidable.

They are needed, for Magistrate Fuzen Jao has returned. Thought to have perished in one of the last great battles of the Invasion, Jao revealed himself less than a year ago, shaking the galaxy to its core. Previously revered as a hero who made the ultimate sacrifice in a valiant last stand against the Aracine hordes, the Magistrate's return has been welcomed by few.

From his secret headquarters, Jao's Revenant armies have gone forth to wreak havoc upon the worlds of the Thirteen Provinces. In the name of the Emperor, the Magistrate claims to champion a return to peace and unity—yet his forces continue to spread like a cancer across civilized space.

Although the Revenant menace does not discriminate, the free peoples of the Successor Parliament have endured more than their share of setbacks, losing system after system to Jao's advance. Despite the valiant efforts of the Parliamentary Guard, the future looks bleak. First Minister Liarchus has called for more Vassal Brigades, but many states have gone back on their obligations, citing a need to protect their own borders.

However, there is a glimmer of hope: Fuzen Jao's most trusted general, Oka Tyndaro, is sympathetic to the Parliamentary cause. At great personal risk, she has provided the location of Jao's base of operations—and more importantly, the route by which it may be approached without detection.

Even now, a hastily-assembled force—Operation Vanguard—is on its way to lay siege to the icy wastes of Meknos Prime, hoping to seize the Magistrate and force him to the negotiating table before his forces can be recalled from campaigns throughout the galaxy...

GAME COMPONENTS

As this game is distributed electronically, most of the game components will require some assembly, as described below.

Game Board

Five game board sections are provided: these should be printed on to 11" by 17" paper, and the white margins carefully cut away using a hobby knife or scissors, using the crop marks as a guide. Note that there is a 1/8" bleed around the edges of each board section.

Two of these sections, placed side by side, make up a complete game board. When assembled, the board is 13 hexes across and 14 hexes wide.

For added durability, these game board sections can be glued onto sheets of foamcore or cardboard.

Units & Elements

A key distinction within the rules is between units and elements.

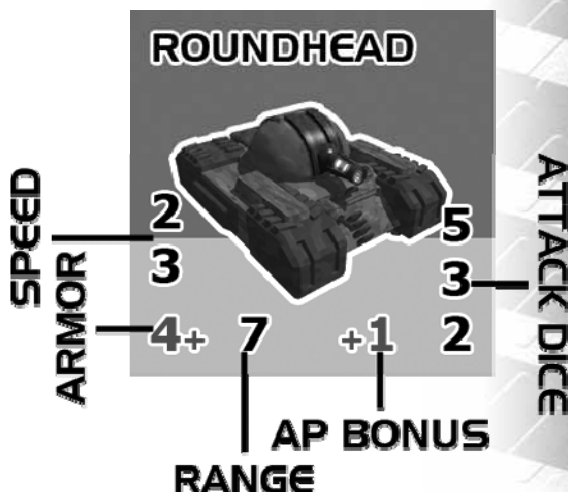
ELEMENTS are the actual playing pieces you and your opponent move about the game board. Each element represents a fundamental tactical asset, such as a squad of infantry or an armored fighting vehicle.

A **UNIT** is composed of a number of identical elements, and represents a platoon-sized force. Typically, units consist of between two and five elements.

Regardless of the number of elements, each unit acts within the game as a single, indivisible entity. You may not split a unit into its component elements, nor may elements from separate units be combined or exchanged.

Two sheets of 1" square playing pieces (referred to as **COUNTERS**) are provided: each should be printed out and mounted onto cardboard or chipboard. The individual counters may then be carefully separated using a hobby knife or pair of scissors.

Each counter contains much (but not all) of the data needed to play. For details, see the next section (**FORCE LISTS**).



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When placed on the game board, the elements of each unit are stacked one on top of another, so that the entire unit fits into a single hex.

Force Lists

All units are defined by their own set of characteristics and capabilities, as shown on the included force lists.

There are two basic types of unit in the game: **ARMORED FIGHTING VEHICLE** (AFV) and **INFANTRY**. Each force list is divided into two sections: one for AFVs and one for infantry.

The unit's **VICTORY POINT** (VP) value is a reflection of how effective it is in combat. The higher this number, the more damage the unit can be expected to inflict on the enemy before it is eliminated.

SIZE indicates the number of elements in the unit when at full strength.

SPEED determines how quickly the unit can move across the game board. Each unit has two speed values.

The unit's **ARMOR** rating shows how well protected it is against enemy attacks.

A unit's **RANGE** indicates the maximum distance at which it can attack a target.

A unit's **ARMOR PIERCING** (AP) bonus indicates how effective its weapons are at penetrating a target's armor.

The number of **ATTACK DICE** rolled when making an attack depends upon the number of elements currently in the unit. The first number listed indicates how many dice are rolled when the unit is at full strength; each subsequent number shows the reduction in dice (if any) for each loss of one element.

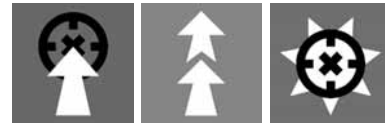
Any **SPECIAL TRAITS** possessed by the unit are listed (see p.17).

Markers

Two full-color sheets of 5/8" square **MARKERS** are provided: each should be printed onto cardstock, folded in half as indicated, and the two halves glued together. The individual markers may then be carefully separated using a hobby knife or pair of scissors.

QUANTUM LEGIONS uses two types of markers:

- ❖ **ORDER** markers are used to indicate the specific action(s) to be carried out by a unit.



Order markers are double-sided, with the **QUANTUM LEGIONS** logo on one side. This is so they may be placed secretly on the game board and only revealed at the appropriate time.

- ❖ **SUPPRESSION** markers are used to indicate units that have been suppressed, or forced to "go to ground" as the result of enemy fire.



Suppression markers are double-sided: one side has a blast icon and a number, while the other has only the blast icon. The side without a number indicates a single suppression marker, while the reverse side may be used to substitute for the appropriate number of suppression markers.

Dice

All dice used in this game are six-sided, like those found in most family board games. You should have a number of dice on hand (at least six, and probably more).

PLAYING THE GAME

This section describes how to set up and play a standard game. Other scenarios may have different rules for choosing your forces, assembling the game board, and/or victory conditions.

Choose Your Forces

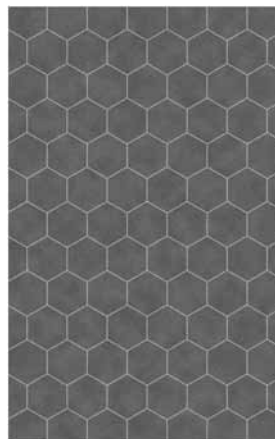
The first step is for you and your opponent to recruit the army you will lead into battle.

Generally speaking, you should select units exclusively from one force list, while your opponent chooses from another. However, it is possible for both players to select units from the same sheet; think of it as a training exercise, or perhaps the opening salvo of a civil war.

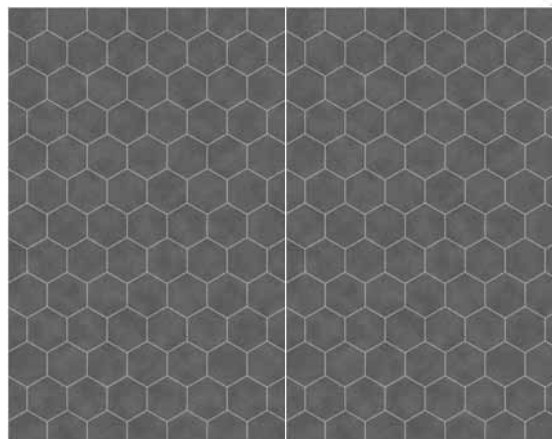
The selection of units that make up your force is entirely up to you. The only restriction is that the total number of victory points (VPs) for all the units you choose cannot exceed 300. This helps ensure the game will be balanced—*i.e.* victory will go to the player with the most skill and/or luck, not simply the one with more (or bigger) guns.

Assemble the Game Board

After the forces have been chosen, you and your opponent each roll a die; the player with the higher roll (the “first player”) selects one game board section and places it in the center of the table.



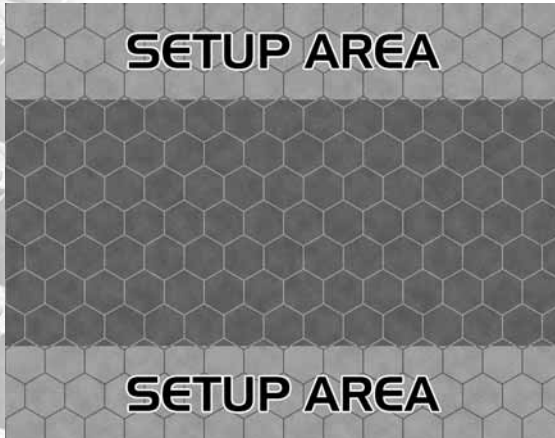
The second player then selects a game board section and aligns it lengthwise with the first section:



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Deploy Your Forces

The next step is for you and your opponent to place your units on the game board. There are two “setup areas” on opposite edges of the game board, as shown below:



The first player chooses one of these setup areas, while the other belongs to the second player.

All of the first player’s units are placed on the game board, followed by the second player. Your units must begin the game within your own setup area.

Only one unit may be placed in each hex. Remember to place a number of elements (counters) for each unit equal to its size.

Sequence of Play

Starting with the first player, you and your opponent will alternate taking turns. When it is your turn, proceed through this sequence:

- 1) **ROLL** two dice to determine the number of command points available.
- 2) **REMOVE** suppression markers from your units by spending one command point per marker.
- 3) **ACTIVATE** one or more of your units by spending one command point per activation.
- 4) **ISSUE** orders to one or more of your units by spending one command point per order.

You must proceed through the turn sequence in this order, and may not go backwards. For example, you may not remove any more suppression markers after you have activated one of your units.

Victory!

The winner is the first player to earn 200 victory points (VPs).

VPs are earned by destroying your opponent’s units. Each unit is worth a number of VPs as shown on the force list.

TAKING YOUR TURN

This section outlines the process followed in order to complete one game turn. Details on movement and combat are provided in the sections that follow.

Roll for Command Points

The first step in your game turn is to roll two dice and add the results together. The total indicates the number of **COMMAND POINTS** you have at your disposal.

Command points are spent to remove suppression, activate units, and/or issue orders, as described below.

Note that during your first turn you will only be placing order markers, since there will be no suppression to remove, nor will any of your units have existing orders on which to activate. Therefore, during your first turn only, the number of command points available is indicated by the higher of the two dice, not the sum.

You are not required to spend all of your command points. However, any points left unused are lost: *i.e.* they will not “carry over” into your next turn.

You may find it helpful to have a number of pennies or other small objects on hand to keep track of the number of command points available.

Remove Suppression

The second step in your game turn is to remove suppression markers from one or more of your units.

Units will most often become suppressed as the result of combat, although it is possible that advanced rules or special traits may also cause suppression.

To remove suppression from a unit, you must spend one command point. You may then remove one suppression marker from the selected unit.

You may continue removing suppression as long as you have command points to spend.

Activate Units

The third step in your game turn is to activate one or more of your units. Only those units with order markers may be activated. Units with one or more suppression markers may not be activated.

To activate a unit, you must spend one command point. You may then flip over the selected unit’s order marker to reveal what it will do:

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- ❖ **ENGAGE:** You may move the activated unit a number of hexes up to its first speed value. Afterwards, you may use the unit to make an attack against one opposing unit. Engaging units score hits on any attack die roll of 5 or 6.
- ❖ **ADVANCE:** You may move the activated unit a number of hexes up to its second speed value; however, you may not use the unit to make an attack.
- ❖ **STRIKE:** You may not move the activated unit; however, you may use the unit to make an attack against one opposing unit. Striking units score hits on any attack die roll of 4, 5, or 6.

Once a unit has been activated, remove its order marker from the board.

You may continue activating units as long as you have command points to spend. Each unit's activation must be completed before you move on to the next.



Issue Orders

The final step in your game turn is to issue orders to one or more of your units.

To issue an order, you must spend one command point. You may then choose an order marker and place it on the game board, face down, on top of the selected unit. A unit's order remains secret from your opponent until it is activated.

A unit may only have one order marker at a time. If you issue an order to a unit that already has a marker, the existing marker is replaced with the new one.

A suppressed unit may be issued an order; however, it will be unable to act on that order until all suppression markers have been removed.

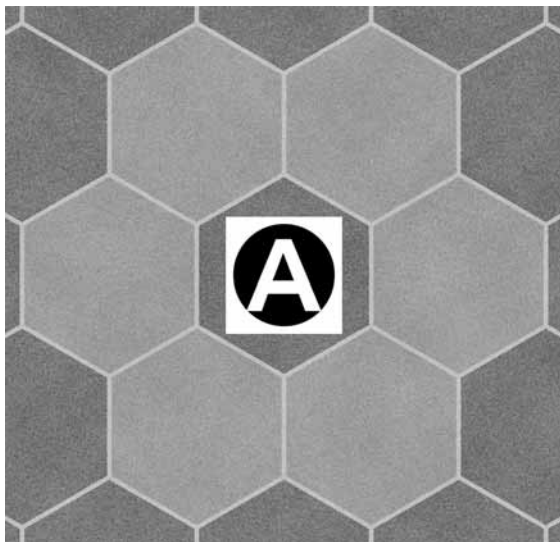
You may continue issuing orders as long as you have command points to spend.



MOVEMENT

Units are moved from hex to adjacent hex. You may not skip over or “jump” hexes while moving a unit.

In this game, units do not have a facing, or direction of travel. A unit may therefore be moved from its current hex into any of the six adjacent hexes without restriction.



In the above illustration, unit (A) may move into any of the shaded hexes.

The number of hexes a unit may be moved is determined by its speed and the type of order being carried out:

- ❖ If the activated unit is carrying out an **ENGAGE** order, it may move a number of hexes equal to the first speed score listed on the force list.
- ❖ If the activated unit is carrying out an **ADVANCE** order, it may move a number of hexes equal to the second speed score listed on the force list.
- ❖ If the activated unit is carrying out a **STRIKE** order, it may not move.

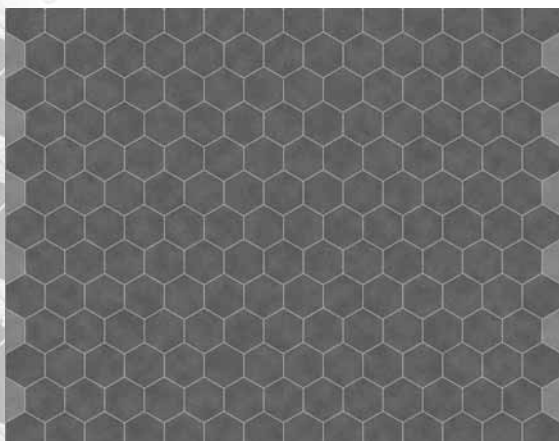


As noted earlier, the elements that comprise a unit must move together, and may not be split apart or exchanged with those of another unit.

The half-hexes along each side of the game board are not in play; you may not move a unit into any of these spaces.

¹ As always, pillbugs may not wheel.

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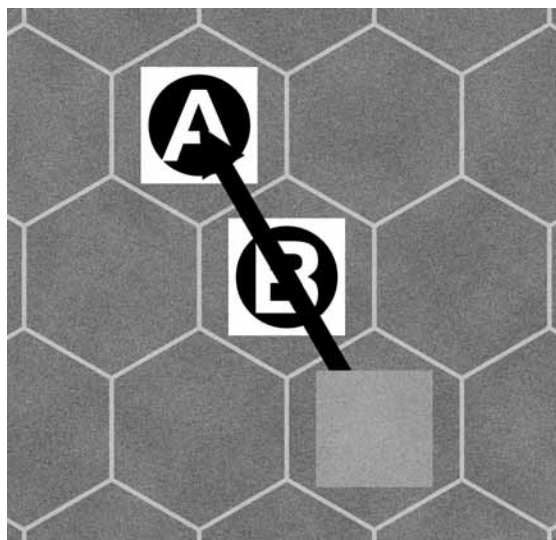
In the above illustration, the shaded areas are out of play. Units may not enter them for any reason.

Certain terrain features may have an effect upon the movement of your units; see p.14 for details.

Stacking

Only one unit may occupy a given hex at a time.

You may move a unit through a hex occupied by another of your units; however, a unit cannot end its activation in an occupied hex.



In the above illustration, unit (A) moves through the hex occupied by unit (B). This is only possible if unit (A) has at least two hexes of movement remaining to it, since moving one hex would require it to stop in the same hex as unit (B), which is prohibited.

You may not move a unit into a hex occupied by one of your opponent's units.

COMBAT

When making an attack with one of your units, you must first identify the target of the attack. Only one enemy unit can be targeted; *i.e.* you cannot split fire among two or more targets.

Each attack is resolved in two steps:

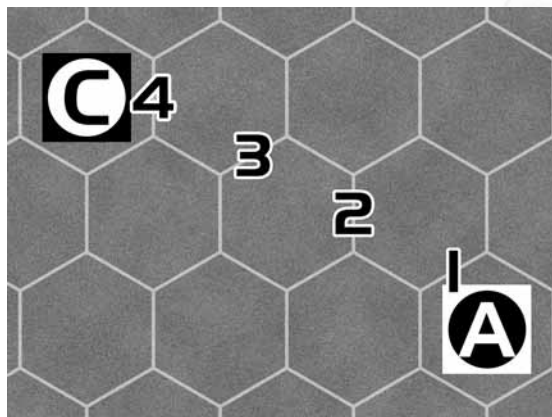
- 1) First, an **ATTACK ROLL** is made to determine if the attacking unit is able to locate and engage the desired target.
- 2) Second, a **DAMAGE ROLL** is made to determine the effects of the attack on the target.

In this game, units do not have a facing, firing arc, or other limitation on the direction in which an attack can be made. You may therefore attack any target within the attacking unit's range to which it has a line of sight (see below).

Range

The distance between the attacking unit and the target is determined by counting the number of hexsides crossed along the shortest path between the two.

If the distance from the attacking unit to the target is equal to or less than the attacking unit's range, the attack may proceed.



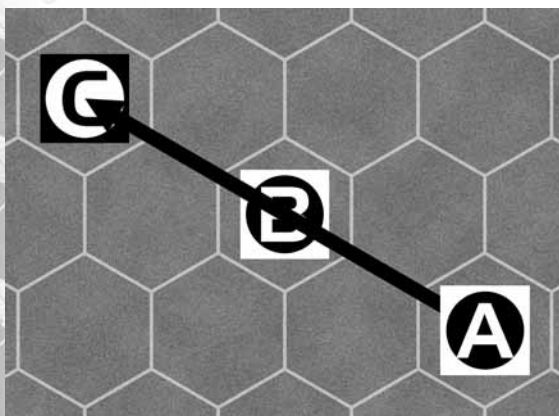
In the above illustration, unit (A) is four hexes away from unit (C). Therefore, unit (A) may only attack unit (C) if its range is greater than or equal to 4.

Line of Sight

In order to make an attack, the attacking unit must be able to see the target—this is called having a “line of sight”.

Draw an imaginary line from the center of the attacker's hex to the center of the hex occupied by the target. If this line crosses over any part of a hex that is defined as blocking line of sight, the attack may not proceed.

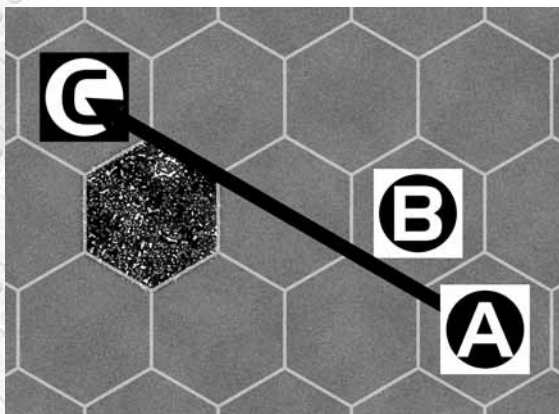
Any hex occupied by a unit, friend or foe, blocks line of sight; thus, for example, you cannot shoot “over” one of your opponent's units in order to attack a more distant target.



In the above illustration, the line of sight from unit (A) to unit (C) crosses over the hex occupied by unit (B). Since any occupied hex blocks line of sight, an attack cannot be made.

Certain types of terrain also block line of sight; see the section on Terrain for details.

If the imaginary line crosses directly over the boundary between two hexes, line of sight is only blocked if hexes on either side of the line contain units and/or terrain that blocks line of sight.



In the above illustration, the line of sight from unit (A) to unit (C) is bracketed by the hex occupied by unit (B) and a forest hex. Therefore, an attack cannot be made. If either unit (B) or the forest were not present, or if both were on the same side of the line, attack would be possible.

Note that line of sight is only blocked by intervening hexes; *e.g.* a unit does not block line of sight to itself. Likewise, line of sight is never blocked by terrain in the hex occupied by the target unit, although that terrain may provide cover (see below).

The Attack Roll

The number of dice rolled in an attack is determined by the number of elements in the attacking unit. As noted earlier, the first number of attack dice is used when the unit is at full strength; each subsequent number indicates the reduction in attack dice (if any) for each loss of one element.

A unit's attack dice are given as "5-3-2". The unit is at full strength, so five attack dice are rolled. When the unit loses one element, it will roll three dice, while only two dice are rolled after the unit has lost two elements.

Roll the indicated number of dice; the chance of success depends upon the type of order being carried out:

- ❖ If the activated unit is carrying out an **ENGAGE** order, each die that comes up 5 or 6 scores one hit on the target.



- ❖ If the activated unit is carrying out an **ADVANCE** order, it may not make an attack.



- ❖ If the activated unit is carrying out a **STRIKE** order, each die that comes up 4, 5, or 6 scores one hit on the target.



A unit with five attack dice is carrying out an Engage order. The dice are rolled, coming up 1, 4, 5, 5, and 6. As a result, three hits are scored.

Cover

Certain terrain features provide **COVER**; see p.14 for details. There are two types of cover: **SOFT** and **HARD**:

- ❖ Soft cover includes terrain that obscures the location of a target, but does not provide any physical protection. When attacking a target located in soft cover, the number of attack dice is cut in half, rounded up.
- ❖ Hard cover includes terrain that both obscures the location of a target and also provides physical protection. When attacking a target located in hard cover, the number of attack dice is divided by 3, rounded up.

A unit with five attack dice is firing at a target in hard cover. As a result, only two dice are rolled ($5 \div 3 = 1.67$, rounded to 2).

Suppression

Although any attack die that comes up 1 fails to score a hit, it will still have an effect. For each 1 rolled, place one suppression marker on top of the target unit.



A unit with one or more suppression markers is considered **SUPPRESSED**. There is no limit to the number of markers a unit may accumulate.

The Damage Roll

If your attack scores one or more hits, the next step is to make a damage roll.

Roll one die per hit scored and add the attacking unit's AP bonus; each result that equals or exceeds the target's armor rating scores one kill on the target unit.

Three hits have been scored on a target with an armor rating of 4+. The attacking unit's AP bonus is +1. Four dice are rolled, coming up 2, 4, and 5. The AP bonus modifies this to 3, 5, and 6. As a result, two kills are scored on the target unit.

Regardless of AP bonus, any damage die that comes up 1 fails to score a kill.

When attacking a target with no armor rating, no damage roll is required: each hit automatically scores one kill.

For each kill scored, remove one element from the target unit. When a unit's last element has been removed, it is destroyed, and the opposing player receives the appropriate number of VPs.

Infantry Saving Throws

When compared to armored fighting vehicles, infantry units represent a larger number of smaller targets, and are much more widely dispersed. Because of this, infantry are allowed a **SAVING THROW**.

For each kill scored on one of your infantry units, roll a die. If the result is 4, 5, or 6, you may ignore that kill.

An infantry unit suffers three kills from an attack. Three dice are rolled, coming up 3, 5, and 6. As a result, two of the kills are ignored, and only one element is removed from the unit.

TERRAIN

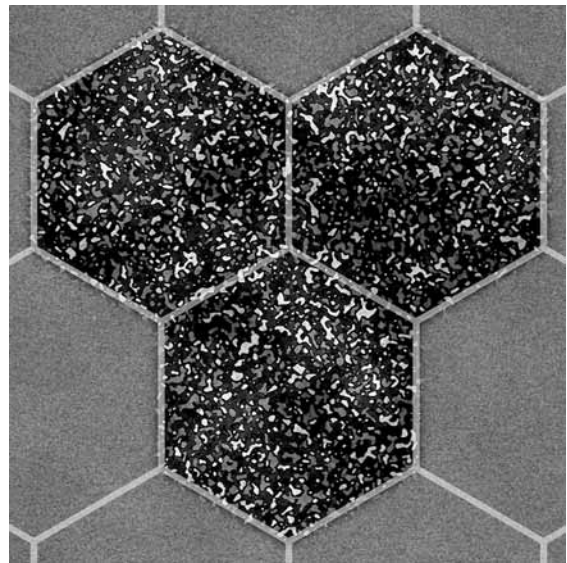
As noted earlier, certain terrain features on the game board will have an effect on unit movement and/or combat.

Each hex consists of a single terrain type; *e.g.* a hex may be forested or urban, but not both. Those hexes without any special terrain are considered to be “open”. Open terrain has no special rules associated with it.

Many terrain types are labeled as either **DIFFICULT** or **IMPASSIBLE**.

- ❖ When a unit enters a hex containing difficult terrain, it counts as having moved two hexes.
- ❖ No unit may enter a hex containing impassible terrain.

Forest

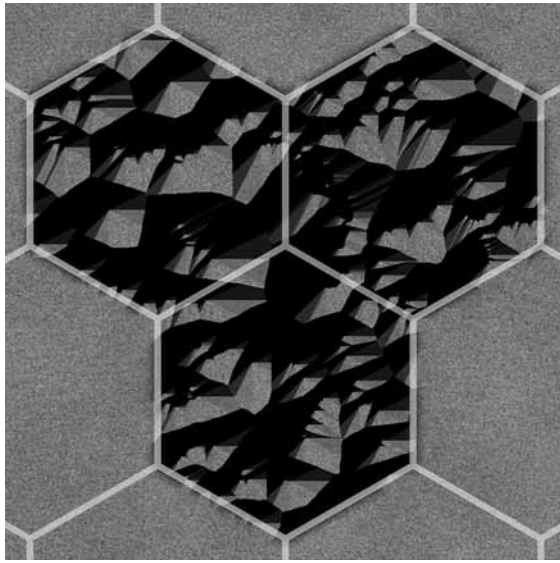


A forest hex is one that contains a significant concentration of trees, shrubs, and/or other flora.

Forests have the following effects on the game:

- ❖ Forest hexes are considered difficult terrain for all units.
- ❖ Forest hexes block line of sight.
- ❖ A unit occupying a forest hex is considered to be in soft cover.

Hills

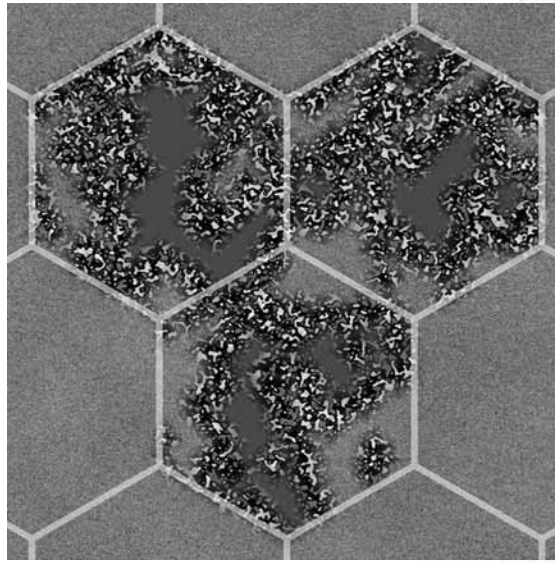


Hill hexes should be thought of as an area that is, on average, higher than the surrounding terrain, consisting of several peaks and valleys. A hill hex is not a mesa or featureless plateau.

Hills have the following effects on the game:

- ❖ Hill hexes are considered difficult terrain for all units.
- ❖ Hill hexes block line of sight.
- ❖ If either the attacking unit or the intended target is in a hill hex, line of sight is only blocked by intervening hill hexes; *i.e.* a unit in a hill hex can see (and be seen) over other units and terrain.

Swamp

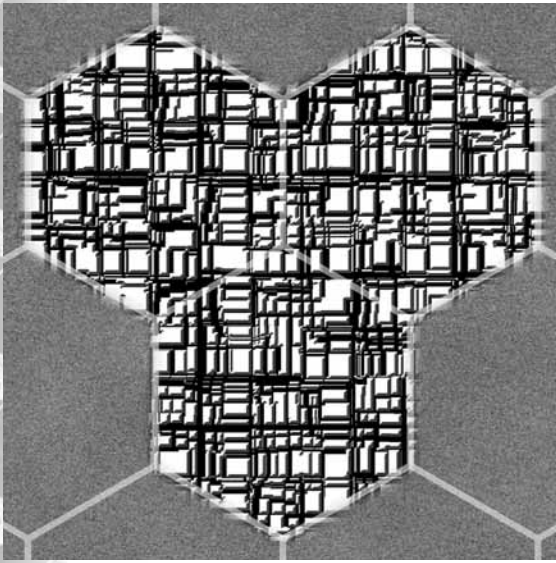


Swampland includes bogs, marshes, and other areas of soft ground partially (or completely) covered by shallow water.

Swamps have the following effects on the game:

- ❖ Swamp hexes are impassible to armored fighting vehicle units.
- ❖ Swamp hexes are considered difficult terrain for infantry units.

Urban

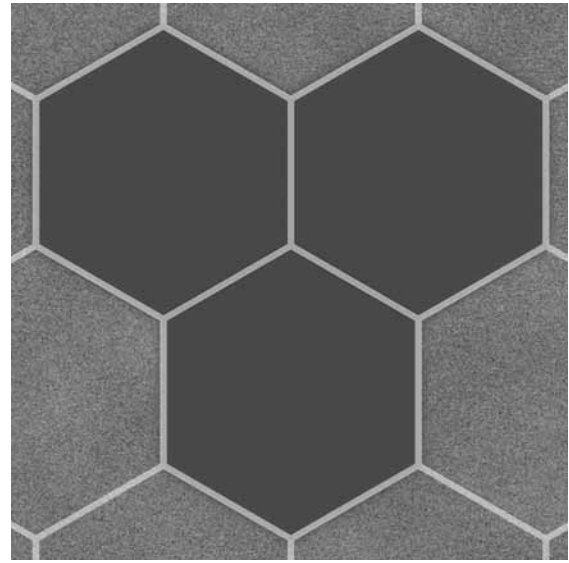


Urban hexes represent densely-packed areas of human (or alien) habitation.

Urban terrain has the following effects on the game:

- ❖ Urban hexes are considered difficult terrain for all units.
- ❖ Urban hexes block line of sight.
- ❖ An armored fighting vehicle unit occupying an urban hex is considered to be in soft cover.
- ❖ An infantry unit occupying an urban hex is considered to be in hard cover.

Water (Ice)



A water hex is one that is completely taken up by a body of liquid. Water may represent pools, lakes, very wide rivers, or even the edge of an ocean. Smaller rivers and streams are not represented by water hexes.

Water has the following effect on the game:

- ❖ Water hexes are impassible to all units.

Some game board sections represent frozen ground; these can be identified as having a white background instead of green. The water hexes on these game board sections represent large bodies of ice instead of liquid.

Ice has the following effect on the game:

- ❖ Ice hexes are impassible to armored fighting vehicle units.
- ❖ Ice hexes are considered difficult terrain for infantry units.