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QUAD-S

STRATEGIC STARSHIP SKIRMISH SYSTEM

RACEBOOK 1 : THE KU'SON'RI



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Background

The Elder Quad

In a millennia past, four ancient, starfaring races existed in the galaxy, the Chon, the Tybarion Echelon, the Aeonics Foundation, and the Ilancia Prime Servanthood. "The Elder Quad", as they are called, were all advanced civilizations with a zeal for life. Wars, disease, famine, natural disasters and many other events weakened and destroyed other races in the galaxy, but these four survived because of one strong element that other races lacked.....they were all heavily religious. A strong religion can make an army braver, can pull a race together during times of disaster, promote compassion and self-sacrifice. They are devoted to their way of life, which got them through their ordeals.

The Chon believe in the way of the knife, not assassination; but dueling. This accepted practice is their answer for anything of importance, from politics to marriage. If challenged, a Chon either duels or stands down. This practice is accepted throughout the Chon race. Duels are always to the death, which keep duels to serious matters and do not allow for trivialities. Everyone is brought up with many forms of fighting and it is the one who was challenged who was allowed to choose the nature of the duel. Only those who have a death wish spout out challenges very often.

The Tybarion Echelon believe in a genetic caste system. When a newborn is granted life, the abilities and purpose of the child are dictated by the gods. That child's life is determined by the genes it carries. Warriors, diplomats, scientists, philosophers are all chosen the day they are born. In the Echelon, everyone knows their place and order is established.

The Aeoric Foundation worship science in every way, whether technological, social, or political. Anything and everything is regarded as a science. They talk as if each science is a god in normal speaking terms and classify themselves as a polythesic religion.

The Ilancia Prime Servanthood are a people totally dependent on robots and artificial intelligence to do their tasks for them. Starting with simple housework at first, to running their armies centuries later. The Ilancia Prime Servanthood occupy close to one hundred worlds, but the actual race still only lives on Ilancia Prime. Their true religious structure, however, has nothing to do with the Ilancians themselves, but with their robots and how they treat their creators. To the robots, it could be argued that the way they regard their masters, is a religion in itself. The robots tread on colonizing worlds for resources, finding new ways to let their gods live longer, and even wage wars with those who would do harm to their gods. By the time the "Seraphim War" was at its height, it is doubtful that the Ilancians themselves knew they were at war.

Age of Crusade

All of the Elder Quad are strong in their beliefs, dedicated to their cause, are extremely fanatical.....and had zero tolerance of each other's religions when they finally met. Thus started the "Seraphim War". Belief against belief, religion against religion; peace versus peace by the use of war.

At first, contact with each race was small, but hostile. It was years before any race had an idea where each other's planets and bases were. But, once found, what was once a few skirmishes, escalated into a swarm of fire that enveloped the galaxy. With high technology, armies were either repaired very quickly, or new forces were constructed even faster. The Seraphim War lasted an untold number of centuries.

Background



Children of Crisis

The Elder Quad were, by far, the most advanced races in the galaxy, but were not alone. As the battle raged on, numerous races were in the middle of all the fighting. Each race lying in the middle of all four of the Elder Quad's empires, but largely unaware of anything outside their own system. In a move which could only be described as a desperate measure to survive by the Ilancia Prime Servanthood, they secretly "planted" technology to ten races in between The Elder Quad. Within months, these races, known as the "Children of Crisis" were a wild card added to the Seraphim War.

The caste-clan culture of **The Ku'Son'Ri** is the most coordinated race of the Children of Crisis, due mainly to the competitive nature in which the caste-clans behave. There is competition and rivalry between clans and castes, but it has been rarely destructive. All know that their greatest achievements go toward the Ku'Son'Ri' way of life, which is now threatened by the forces surrounding them.

The Ku'Son'Ri have done well to keep somewhat friendly with some of the other children. However, a growing concern is that these outside influences may disrupt their society, which they believe to be the plan of some of the children.....or even the Elder Quad themselves.

Just before the birth, **The Trenon** lived on the dying planet of Palasade. Global weather conditions were about to cause the Trenon to become extinct from lowering temperatures. Being advanced in computers and neurologics, the Trenon made a last ditch effort to save themselves from the wrath of the planet. They started to download their thought patterns in a vast computer system, allowing the Trenon to exist in cyberspace, leaving behind the empty husks of their former vessels.

It was impossible to store thought patterns alone. They had to keep them active in cyberspace or they would lose their ability to grow and expand as they did in real life. Their brain would stagnate from a thought pattern to just a program. A program that would never change throughout eternity.

But with so many people to keep data on, there was barely enough technology available to keep the network operating. Their computers were not advanced enough to simulate sound, sight or touch. Life inside cyberspace was uneventful, boring, and comatose. Many Trenon grew depressed and committed suicide, death by self-deletion.

Three years into the download, or "The Transistion", the Ilancia Prime Servanthood arrived with their technological information. Just over one billion Trenon had been downloaded by this time; half the Trenon population. The Trenon used the technology to immediately upgrade the worldwide computer network into a virtual Utopia. Once deprived from all sense and pleasures of their world, they now had more options than ever.

This does not mean, however, that the Trenon have forgotten the outside world. Realizing that protecting themselves is a must or their Utopia will be destroyed, the Trenon went on to build new starships with the Ilancian Technology. Volunteers uploaded themselves onto the ships as both central computer and crew. The Trenon are now able to defend their Utopia given to them by the Ilancia Prime Servanthood. As the volunteers take their turn to defend their planet, the rest enjoy the pleasures of the new world. All seems well, despite the warnings of some Trenon who warn their race of becoming a hedonistic society, but everyone is too busy having fun to listen.



Background

The Allegrot Alliance consists of three of the “children”. The Gyar, the Ikitii, and the aquatic Dreydolentor. These three races were amongst the first to clash amongst the children, save for the Sudor/Oa takeover.

The militaristic Gyar were the ones who first instigated hostilities against both of the other races soon after the birth. The Dreydolentor counter-attacked the Gyar homeworld as well as the Gyar forces on Kyzess, the Ikitii homeworld, in an attempt to gain an ally with them. Their good intentions backfired however, as their uncontrollable ability to telepathically send their own emotions to others was interpreted by the Ikitii as hostile. The Ikitii, sensing only rage from the Dreydolentor's bloodlust against the Gyar, interpreted it as another invasion.

The Ikitii, desperate to save themselves from extinction, sent an attrition suicide force to both the Gyar and Dreydolentor homeworld. After sending their forces headlong into death to defend their base, the Ikitii completed their mission. Using Lazrift technology, the Ikitii opened a dimensional rift at the core of each planet, including their own.

This brought about geological disaster to all three planets and the war came to an abrupt halt as forces were recalled from each front. The aquatic Dreydolentor, suffered terribly from this catastrophe as the oceans on their planet of Aquane rose sharply and needed to evacuate immediately. The Gyar simply recalled their ships only to wreak revenge against the small Ikitii force that was left on their homeworld. A slaughter that was slow and painful for the small Ikitii forces.

It didn't take long before all three former enemies were talking of treaties. There was only one planet within easy reach of all three races that they could inhabit.....the planet of Allegrot. Unless they wanted to destroy that planet too, they would have to work together to survive. A hastily written treaty was signed, and a skittish alliance was formed.

There is speculation that the diplomats were psychically tampered by the Dreydolentor during the talks. While it is true that the Dreydolentor have telepathic capabilities, they are only able to send their own thoughts and emotions, and cannot effect the minds of the recipients. Amidst all the allegations however, the alliance still holds and is somehow growing stronger.

Background



The Rayesha are graceful, panther-like beings that stand over 15 feet tall. At first sight, many would believe the Rayesha to be a warrior race. This is far from the reality. The artistic prowess of the Rayesha is highly noted amongst the children. After the “Jos Lettaya” (translated it means, “the hunger”), the Rayesha entered a new age of thinking and creativity. They are highly skilled in the areas of psychology, diplomacy, and debate, which they consider arts of the mind. These skills have gotten the Rayesha far in relations with most of the other children.

The Rayesha are carnivorous hunters by nature. Their large frames demand mass quantities of food. Before they learned how to breed animals for livestock, they caused over half the world’s population of animals to become extinct. This, in turn, wreaked havoc upon the entire food chain for centuries. Rations were small and strictly enforced. Breeding amongst the Rayesha was regulated. Small wars over food supplies broke out all over the planet. The government, desperate for a solution for the hunger problem, allowed the wars to go on to keep the population down and to keep the mobs from massing enough military supplies so that they could storm food storages with. Only one hundred years ago, the Rayesha finally stabilized the eco-system of their world.

With the eco-system under control they are free to breed; but their numbers are still low and they are not willing to get into any wars. They are however, more than willing to defend themselves against anyone who threatens to attack them. An attack to the Rayesha means more than the possibility of submission or slavery.....it is a matter of extinction.

The Sudor conquered their subjacent race, the Oa, quickly after the birth. This would have left the Sudor at bay for generations, having to deal with resistance groups and breaking the Oa’s will into accepting their situation. However, the Oa didn’t put up a fight when the Sudor came. The Oa didn’t only accept the Sudor’s terms.....they *wanted* them! Their prophecies warned them of “souless beings” and they were not quick to accept the gift that the Ilancia Prime Servanthood offered when they arrived. Their prophecies also foretold that the next time the Oa would be greeted from above, their fate would be decided. If they were not worthy in the eyes of the gods, the “souless ones” would come back and take their souls. If they had obeyed the will of the righteous, then the gods would send saviors to greet them. Ten years later, when a Sudor scout ship came, the Oa cheered and gave up willingly to the Sudor. The snakelike Sudor took all of the Oa’s technology given to them from the Ilancians, making them one the most feared races in the galaxy.

Placed to work as the labor force for the Sudor, the Oa willingly do the tasks of their masters; whether it is important tasks, laborious duties, or personal servants. The lifestyle of the Sudor has never been better, although it is not without it’s price. First, after years of taking over the Sudor’s hard labor, the Sudor’s harsh nature has softened. Many of the newer generations of Sudor are much more lenient with the Oa than their forefathers. Secondly, the Oa do not have only one prophecy, they have thousands. The Oa keep expecting the Sudor to pull off miracles. With such growing dependence on the Oa, and not wanting the Oa to doubt their place as their saviors, the Sudor try to appease the Oa whenever possible. What is worse is that there are those Sudor of the younger generation who believe that they truly are the saviors of the Oa and follow their religion.

So here are the proud Sudor, conquerors of the Oa, the most feared military of the galaxy.....allowing Oa toddlers to ride on their backs for hours to bring rain for next season’s harvest.



Background

The **Husanna Coalition** is a brotherhood that has led the world of Sepolevne from behind the scenes for hundreds of years. Sepolevne is a factionalized world, with four different governments in power. Tension has been moderate, but under the choreography of the Husanna to ensure motivation to their cause. Although the real motives behind the Husanna may be secret, the Husanna as a whole, is not. The Husanna has sites all over Sepolevne and is regarded by most as a large asset to the world.

When the birth came about, the Husanna knew a volatile situation was about to occur and wasted no time trying to get the entire world to work together. After years of manipulating the masses, along with criticism that the Husanna were nothing more than radicals trying to take over the world, a new skepticism emerged as those rumors seemed to be coming true.

As of now, the four governments are allied under a coalition with the Husanna coordinating the new government. But, the Husanna haven't taken their actions slow and through the actions of others as they have in the past. Lately, they have been much more direct in their dealings, almost to the point of being blatant. Maybe the Husanna are trying to take over Sepolevne, or maybe they just believe that there is not enough time to delay if they want to survive.

Either way, the political situation on Sepolevne is paramount; and if this is not controlled soon, it may cause the downfall of their world faster than if all of the Elder Quad came in themselves.

Background



The Message

It has been speculated that the races chosen to be fed information were picked carefully due each of the race's "predictable" reaction to the newly found power they received. Each race supposedly has affected each of the Elder Quad in some way. Some of the children would fight any ship that wasn't theirs in fear or hostility. Some would lust after the technology that they didn't have but the other one did. Others were defensive, not talking or trusting anyone, and would just stockpile their forces. Whatever position they took however, worked for the plans of the Ilancian Prime Servanthood.

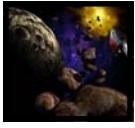
Far too weak in manpower due to the centuries of fighting, no Elder Quad race could eliminate the children without opening themselves up to the enemy. Diplomacy to recruit the children would not work either. The children did not know much about these "elder races" and although they, themselves might be "primitive" to these races, they were not fools either. It was easy to tell that any treaty signed would be nothing more than a cover for them to be used as tools of the Elder Quad.

For the children, treaties were almost impossible. The lines of war were drawn amongst themselves and they knew that there was no turning back; but for one last time, they met at Allegrot to send the Elder Quad a final message.

"Leave us alone!"

As short and curt as it might have seemed, no message in history said so much. The children, although fighting amongst themselves, were ready to strike at any Elder Quad race that dared appear out of hyperspace and would continue the attack up to their homeworld.

All of the Elder Quad knew that any move on them would be suicidal. The children had only a few decades to understand their newly found technology, and some races learned more quickly than others; but the end result was the same. No ships of the children could outdo anything the Quad had. So why not ignore the warning? Quad ships, as advanced as they were, were sure to lose a good number of them in any attack....and they all knew the rest of the Quad would be watching.....



The Ku'Son'Ri

Physical Characteristics

The Ku'Son'Ri are bipedal creatures with one wide, singular eye. Their skinny tan hides are covered with a greasy dew that caramelizes during the daytime sunlight to provide a hard shell to serve as protection against the sandstorms of their homeworld of Jin'Dra'La. Their arms come to a halt where the human wrist would be and sprouts off into fifty or so thin tentacles that serve as fingers.

Ecology

The Ku'Son'Ri sleep half of their life, only as they grow into old age of sixty or so years do they start to require less rest. Being very heavy sleepers, the Ku'Son'Ri reach a deep state of sleep very quickly and are very hard to waken. Their mailable bodies find it just as relaxing to sleep on a rock formation as they would a cushion of air. For recreation, they sleep on different items which they say gives them unique dreams depending solely on the item slept upon.

The Ku'Son'Ri take sleeping very seriously and do so whenever they choose. It matters not if they are outside in the rain or at their worksite, a Ku'Son'Ri will sleep when the feeling is right. Once asleep, (which takes all but twenty seconds), the Ku'Son'Ri generally will not awaken for eleven hours. If a Ku'Son'Ri continues sleeping for up to two more hours, it is considered recreational. Only a highly anxious Ku'Son'Ri will awaken any earlier than the standard eleven hours and even then, it is only by fifteen minutes.

Good memories are another trademark of the Ku'Son'Ri. Anything deemed important by an individual Ku'Son'Ri will be remembered in elaborate detail. Whether it is a list of tasks to accomplish today, or trying to recall a scientific formula that the Ku'Son'Ri had learned five years ago, it will be remembered. If a Ku'Son'Ri forgot something, it must not have been important to him.

Names

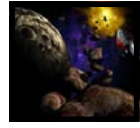
As in any clan system, the Ku'Son'Ri are born into certain clans. At the age of five, they are given a first name which is a descriptive term for anything symbolizing the child. The clan name follows the first. Once mature, the child goes through the final stage of his or her adolescence, the Tul'Got'Bor. Once past this ritual, he or she is set into a caste and the caste name is added to the end of their name.

Psychological Profile

At various times in the life, a Ku'Son'Ri will become obsessive about some things. It may be trying to figure the answer to a scientific formula, keeping the living quarters clean, always sleeping in the same spot in the exact same position, and so on. These obsessions grow in number and last longer as they grow older. As these urges can get in the way of others at times, they are considered a sign of searching for perfection and treated as a spiritual milestone in one's life and are respected with a wide berth from other Ku'Son'Ri.

The Ku'Son'Ri work well together as a whole. Mainly because they have to work together to get anything done. Any task is generally given to groups of three to five Ku'Son'Ri. Enough that if any of them are sleeping there is always at least one to take care of the job at hand. When two clan or caste delegates talk, they usually are not talking to the same Ku'Son'Ri they did the last time. The Ku'Son'Ri are very skilled in personal communication and have few problems relaying ideas and messages across from one Ku'Son'Ri to the next. The Ku'Son'Ri memories also help with this.

The Ku'Son'Ri



Language

The Ku'Son'Ri language is set up in one to three syllable words. The simplest, one syllable words by themselves stand for unremarkable objects or actions. Extra syllables are added to the first to further describe such items or events that are more complex, much like adjectives serve in the English text.

Social Structure

The Tul'Got'Bor is the initiation rite of a child's passage into adulthood. The inductees or "Jaul'Rak" (a derogatory name meaning "suckling naive") are sent through a month long test called the Tul'Got'Bor. In this test, which also contain fifty other clan members of age, they are tried harshly in every possible way. Each test coming in no given order or structure. A question may be given to a Jaul'Rak at any time about any subject, even while at the end of a four mile run. The Jaul'Rak is as much of a test of character as it is academically. The physical part of the test is important, but is mainly used to fatigue the Jaul'Rak and wear them down. Part of the test is to actually learn from what you *thought* you knew, to what is real. After the Jaul'Rak, their initiate name is now changed to "Jaul'Rak'Nor" ("suckling naive nevermore") The arbitrators then vote for which caste system the Jaul'Rak'Nor is best suited for and will work. Their caste name is then added as the last part of their own name.

Mating starts with the Pol'Tar (mating ritual), in which all the members of a caste who do not have mates gather twice a year in the city of Jil'Ran'Sar. The first meeting of the year is for the introductions. The females form one circle, then the males form another circle around them. Each male looks into the female's eye across from them and briefly introduces themselves and vice versa. Afterwards, the males move down one to the right and the process continues until everyone has been introduced. At that point, the Pol'Tar ends and the room is cleared.

At the end of the year, the Pol'Tar begins again with the choosing portion of the ritual. This time the circles are formed, but no one is in the same order as before. This time, when the male looks the female in the eye, he attempts to recite her name. If he is correct, then the female will try to recite the male's name in turn. If she is also correct, fate has decided that the two should be together and they leave the Pol'Tar to mate. Since the Ku'Son'Ri only remember that which is important to them, this ensures that each member of the clan ends up with someone he or she desires. Half the participants of a Pol'Tar will have mates while the rest will have to wait for the introductions next year.



The Ku'Son'Ri

Political Structure

The castes amongst the Ku'Son'Ri consists of everything from labor groups to scientists. Every caste has an ideal they live by and promote to the rest of the Ku'Son'Ri. The laborers distinguish hard work, the law council caters to order, the musicians portray creativeness. The castes resemble to the Ku'Son'Ri what they should all be at times to enhance their own lives.

The clans of the Ku'Son'Ri consist of the inner families of the Ku'Son'Ri. Each clan lives for certain purposes to enhance the Ku'Son'Ri spirit. Each clan can be thought of as it's own denomination of a central religious structure. The clans promote the different angles one can have toward life. Some clans are blunt and straightforward, while other clans are more compassionate and thoughtful. While some individual Ku'Son'Ri take their own view of the clan way, they rarely veer far from their stereotypical clan path.

The oldest Ku'Son'Ri in a caste or clan becomes the "Clo'Fra" (life elder) and takes control of the caste or clan they are in, symbolically disassociating the first name as that Ku'Son'Ri now *is* the clan or caste. Being older not only gives a Ku'Son'Ri great power by becoming the Clo'Fra, but not having to sleep nearly as much gives an individual time to implement the power given to him for personal goals, achievements.....and vendettas.

Introduction



Quad-S is a starship combat system based on numbers of galactic races with agendas of all types. Some want power, others to destroy, many just want to survive until tomorrow.....

The different races are Quad-S' strong point. Every race in Quad-S is different, so different that every race plays by it's own rules! Every racebook in Quad-S varies in many ways, but yet still compatible with each other in play! If you have bought another Quad-S racebook and have just bought this one.....forget all you know! There are similarities between races to be sure, but it will be easier if you read through this racebook as if it were it's own game.....which, in a way, it is!

Another large asset is that it stresses the importance of honorable game play between all gamers. Winning in Quad-S is measured in a way that no other game can claim.....by a player's reputation!

Quad-S uses the hexagonal mapboard provided in the back of this book as the playing field, the ship counters also provided in the book to represent ships in the game, and a set of "polyhedral" dice which you can find at any hooby store. This game also contains "control sheets" which represent the technical information of all the ships currently in the Sudor fleet.

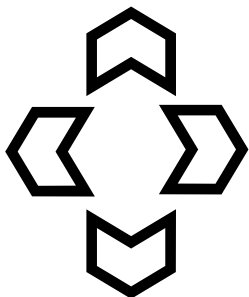
By now, if you don't already know what they are, you're probably wondering what are "polyhedral" dice. Quite simply, they are a mixture of a four sided die, a standard six sided die, an eight sided die, a ten sided die, a twelve sided die, and a twenty sided die.

Throughout Quad-S, you will be asked to roll these dice. It will do so by abbreviations such as "3d8". Simply put, the number before the "d", (if there is not one, count it as a 1) represents the number of times you roll the die type stated after the "d". (either a d4, d6, d8, d10, d12, or d20) Add all these results together for the total roll. In our example "roll 3d8", this means, "roll an eight sided die three times, and add all the results together". An abbreviation of "roll d12" means "roll a twelve sided die once". A + or - after the abbreviation calls for you to add or subtract that much from the total you rolled. So if it was "roll d12+6", that would mean "roll a twelve sided die and add six to the total.

Examine the sample control sheet of the T'kel. On the left, is a statistics bar which tells you a lot about the ships capabilities such as Turn Costs and Delays, Maximums, Energy Costs, and the Power Index. In the near middle of the control sheet you can see a large hexagon. Notice a lot a symbols do you? Well, not to worry, these symbol represent the basic systems aboard the ship and will all be explained in time. Around the hexagon you will also see four groups of boxes which form different "structure grids" which represent how much damage the ship can take before it explodes. Finally, you will also see some shaded boxes, these represent the various weapon aboard a ship.



Introduction



SHIELDS

These symbols can be rotated in four directions, each representing the shields that protect the structure boxes they point toward. The more power applied, the more defense the structure grid receives on that side.

You may place shield points in any or all of these providing you have paid the energy costs required. Also, look at the maximums heading in the statistics bar under shields. The first number represents how many shield points can be placed in any one shield in a turn. The second number represents the maximum number of shield points that can be purchased in a turn throughout the entire ship.



ECM-D

ECM-D stands for "Electronic Counter Measures - Defense". For every point of ECM-D purchased, the harder your ship is to hit. Note that there is a maximum number of ECM-D points you can have in any one turn as shown in the maximums heading on the statistics bar.



DRIVE

Powering this system allows the ship to move and make turns during the game turn. The more power you place in it, the more the ship can move and maneuver. Each ship also has a maximum rating they cannot exceed.



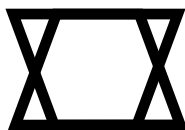
COMMAND CONTROL

Only certain ships have command control. Fleets that have ships with command control get a bonus to their initiative. There is a maximum rating for a ship's command control.



FIRE CONTROL

The ships with the highest total amount of fire control get to fire before any other ships. There is also a maximum rating for any ship's fire control rating.



HYPERDRIVE

Need to get the heck out of dodge? This is your only chance. The hyperdrive allows your ship to escape combat by moving into hyperspace and out of the fray.

Introduction



Light Laser

-1 per 2
-2 per ECM-D
DAM : D6
Arc : —

LIGHT LASER, MEDIUM LASER, HEAVY LASER, PEPPER MISSILES

Unlike most other systems, these work on a “all or nothing basis”. The weapon energy costs must be paid in full or they will not operate at all for that turn. The weapons cannot operate with partial power, nor can you pay power to them over a period of turns. If you power up a weapon and do not fire it in that turn, you cannot “save the shot”. The energy has been lost and you must allocate energy again to that weapon system next turn.

Medium Laser

-1 per 2
-2 per ECM-D
DAM : D8+2
Arc : —

Penetrating Particle Reactor Missiles, (also known as PPR Missiles or “Pepper” Missiles), only found on large or specialty ships, are a great way to soften the enemy up. A horde of high speed micro-missiles fire upon the enemy and explode all around the ship. Although none of the missiles are of pin point accuracy, the sheer mass of them almost ensure a hit on any ship.

Heavy Laser

-1 per 2
-2 per ECM-D
DAM : D10+4

When Pepper Missiles hit a ship, roll a d6 for **each** structure grid on the enemy ship and apply damage normally. After a player has rolled to hit, regardless if the missiles hit or not, mark off a check mark off one of the boxes next to “Salvoes” on the weapon box. When the weapon box has no more ammo boxes left, it may no longer fire the weapon.

PPR Missiles

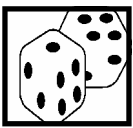
Range : 12 hexes
-2 per ECM-D
DAM : special
Salvoes : □□□□
Arc : —

Setting up

When setting up a game from the scenarios listed, there are two ways in which to set up your forces. Both are acceptable, but can make the game much different. There is no set standard of which of these procedures to use, so roll a die or flip a coin if you and your opponent cannot decide which to use.

Alternating Set Up - Players roll for initiative as normal. Then, following the procedure as if the ships were going in order of the Movement Phase, alternatively place the ships on the board.

Blind Set Up - Quite simply, it means instead of placing ships on the board as alternating Set Up suggests, Place a divider between the two players, and both players set up at the same time.



Ku'Son'Ri Game Rules

Sequence of Play

- 1) Opening Phase
- 2) Movement Phase
- 3) Fire Phase
- 4) Hyperjump Phase
- 5) Ending Phase

This sequence is given to help players learn the rules by separating them into five different sections.

Opening Phase

Energy Allocation

The turn begins for the Ku'Son'Ri player by setting the energy levels for each of his ship's systems. Examine the control sheet of any ship in the statistics bar, and you will find the ship's **power index**. This rating determines how much power the ship can "spend" in a turn on its systems.

Power Costs

Look at the **power costs** section of the control sheet. This section lists the costs involved in order to power up the systems aboard the ship. Systems like the shields, ECM-D, Fire Control, and the Drive, work on a "per point" system. Otherwise, by paying the power listed for that system, you will get one point toward that system for use during the turn.

Example: Reggie's Ba'Sta'Rom charges him 2 points of power per point of ECM-D he purchases. If he pays four points of power towards the ECM-D system, he will have 2 points worth of ECM-D for the remainder of the turn.

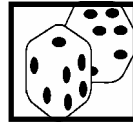
The lasers are operational as long as you place the proper amount of energy into them each turn. The hyperdrive requires 10 points of power on two consecutive turns in order to engage it.

Maximums

Now take a gander at the **maximums** section of the control sheet. These numbers represent the maximum amount of points that can be purchased for each system in any one turn. There is no maximum power limits to lasers like other systems, because there is no benefit to powering them up further than the costs listed.

Example : Greg has enough power to allocate his Fire Control to a whopping 5 points! But, his maximum Fire Control allowed on the T'kel is 3. He'll just have to place his unused energy elsewhere.

Ku'Son'Ri Game Rules



Movement Phase

Initiative

When all ship's power has been allocated, then both players roll for initiative. Each player rolls a d10 and adds the highest command control rating on a ship from his side and +1 for every other ship in his fleet (besides itself) with a command control system, whether powered or not. The player with the lowest total moves one of his ships first, then the next player. This goes back and forth until all ships have moved.

In the case of an uneven amount of ships per side, the player with more ships evenly staggers the amount of ships he moves for every ship the opponent does.

Example : Chris won the initiative and has eight ships to Mike's five. He must stagger his fleet's movement as follows.....

Chris	1	1	2	2	2
Mike	1	1	1	1	1

The above example assumes that Chris won the initiative (and thus moves the majority of his ships last) If he had lost initiative, simply reverse his numbers to.....

Chris	2	2	2	1	1
Mike	1	1	1	1	1

Moving Ships

For a player to move a ship, the player spends a number of drive points that the ship had purchased during the allocation phase of the turn. A ship is obligated to move the full amount that the player had purchased.

Moving Costs

It costs all ships 1 drive point to move one hex forward.

To turn one hexside either to the left or to the right, the ship must pay it's turn cost as stated on the statistics bar on that ship's control sheet.

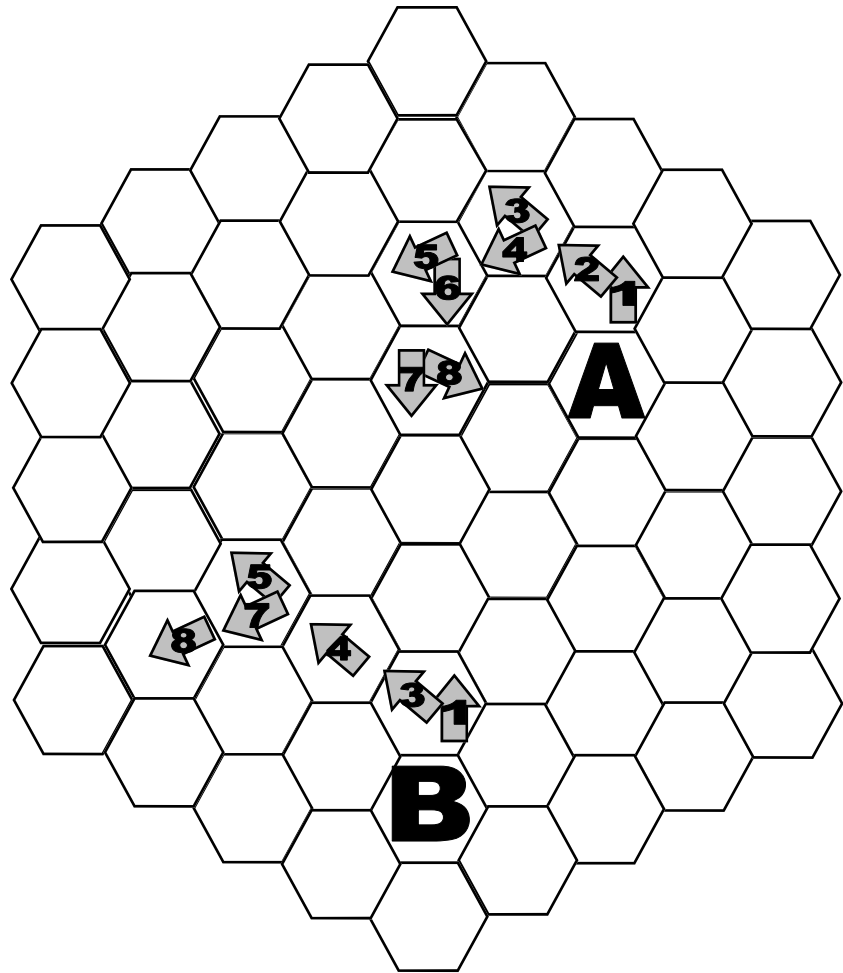
Once a ship has turned, it may not turn again until it has moved forward a number of hexes equal to it's turn delay. This turn delay for each ship is also listed in the statistics bar. A player should also mark the hex the ship last turned in with one of the "point of turn" marker provided to help players remember when the ship can turn again.



Ku'Son'Ri Game Rules

Ship A
Turn Cost : 1
Turn Delay : 1

Ship B
Turn Cost : 2
Turn Delay : 2

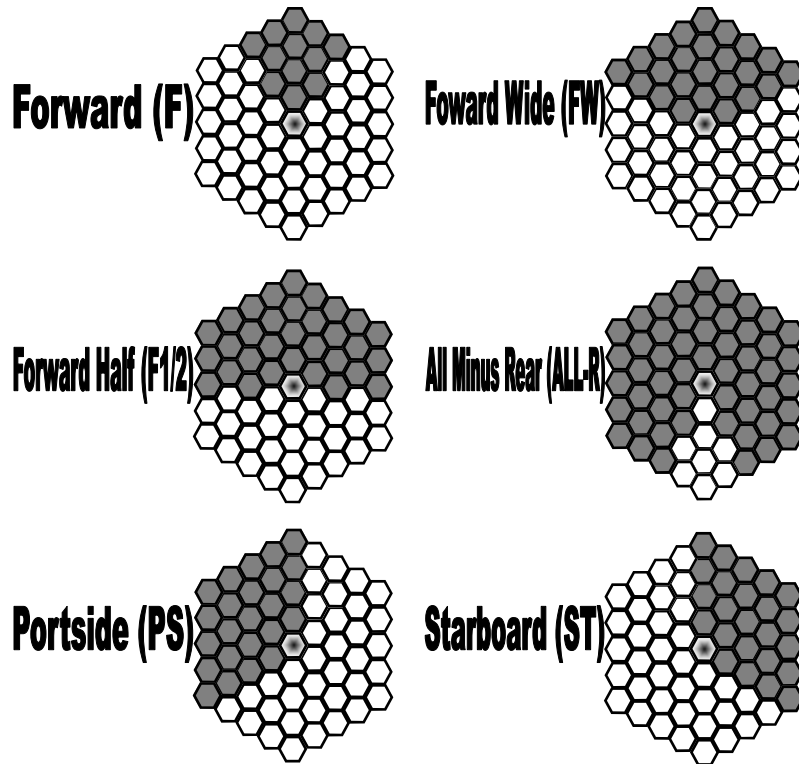


In the examples above, each ship starts with eight drive points. Each ship starts at the appropriate letter. Notice how ship A, with a turn delay of only 1, can turn after every move forward? Compare this to ship B, who not only has to go forward two hexes before he can turn, but must also pay two points for the turn itself. The difference in mobility is dramatic.

Ku'Son'Ri Game Rules



Every weapon system aboard each ship has a certain firing arc as shown in the diagrams below. The shaded areas are within the ship's reach and may fire at any target within.



Range

Next, set the range to the target by counting the number of hexes between your ship and the target and including the target's hex.

To-Hit Roll

Once you have tracked what ships are in a weapon's firing arc and range...let loose!

To hit another ship, just roll a d20. Now check the weapon box on the control sheet for that weapon. It will tell you what to subtract from your roll for each hex of range. (i.e. Lenny wants to fire a weapon that has a "-1 per 2" on it and his target, Shawn, is 14 hexes away. Lenny would subtract 7 from his roll)



Ku'Son'Ri Game Rules

Also, subtract a number of points for every ECM point purchased for the target ship that turn as dictated on the weapon box. (i.e. To add to the above example, If the weapon being fired has a “-2 per ECM” on it, and Shawn had bought 3 points worth of ECM for his ship that turn. Lenny needs to subtract 6 more points from his roll. As a total now, Lenny needs to subtract 13 from his roll. 7 from the range, and 6 from the ECM.)

If the d20 roll is more than zero. It's a hit! Now let's figure out damage!

Damage

After you have established that you have hit your opponent, apply damage. Look on the weapon box on the ship's control sheet. Under the damage heading, you will find a die type to roll to find how much damage you do to your opponent's ship. Let your opponent know how much damage you did to the ship. That player will then determine what effects the damage does to his ship. For learning purposes, let's assume that you hit another Ku'Son'Ri ship as we teach you how to asses damage done to Ku'Son'Ri ships.

Target Arc

First, figure out what part of the ship got hit. Trace an imaginary line between your ship and the target ship. It will either hit the front, left side, right side, or the rear of the ship. From here. check the shield rating on that side of the ship. Subtract that number from the damage you rolled. The remaining damage points go straight through to that side's structure grid.

Structure Grid

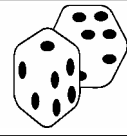
The structure grid are rows of boxes placed together in a group. There is one group for each part of the ship. Starting from the top left box and working towards the right, start crossing off boxes according to the amount of damage left.

Internal Grid

When a ship takes enough damage on one Structure Grid, so that there are no more boxes left, move all remaining damage to the Interior Grid. The Interior Grid is located in the middle of the ship diagram. No shields can protect hits to the Internal Grid.

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Ku'Son'Ri Game Rules



Critical Damage

When a ship's structure grid gets hit, there are three symbols to look for. For each number you cross off (-1,-2,-3, and so on), subtract that amount from that ship's power index. This loss takes effect next turn and has no bearing on the current turn at all.

For each "C" that gets marked off, roll a d8 for each system on board the ship. This includes all weapons, shields, command control, fire control, drive, hyperdrive, and ECM-D. On a roll of 1, that specific system is destroyed and cannot be used for the rest of the combat.

Note that "specific system" means that system only, not all as a group. Example, while rolling for system failure, Hank rolls for **each shield** not for all shields in one roll. If he rolls a 1 for his rear shield, only that shield gets toasted. Nothing will happen to the other shields unless Hank also rolls a 1 for them.

When a "S" is marked off, that side's Shield is destroyed and can no longer be used in the game.

When an "X" is marked off of a ship's structure grid, the ship explodes. Remove that ship from the game.

Hyper Phase

To power up the hyperdrive, you must place the power indicated on the statistics bar for two turns in a row. After you complete the energy allocation phase of a turn that you have powered the hyperdrive correctly, mark off a box on the hyperdrive symbol on the control sheet. Also, after that ship moves for the turn, make sure to let any other player know that the hyperdrive engines are being powered up on that ship. If, during any power allocation phase, the required points of power cannot be allocated to the hyperdrive, clear off all boxes on the hyperdrive symbol. The ship must begin the process all over again.

At the end of any turn where both boxes are marked off, remove the ship from the board as it has entered hyperspace. Some scenarios ask you to take note of which direction the ship was facing before it left the playing field.

It is also required that ships that retreat out of the battle check the hyperspace diagram on the scenario. This determines whether or not the way your ship jumps into hyperspace leads that ship into safety, or into the clutches of the enemy.

To escape without being captured, you may only safely enter hyperspace through certain hex facings. Which ever way your ship is pointing, determines it's fate. If the ship is facing "safe", the ship will be fine. If it faces a number, roll a d6. If you roll equal to or over that number, you are safe. An "X" means there is no chance to escape capture from entering hyperspace in that direction.

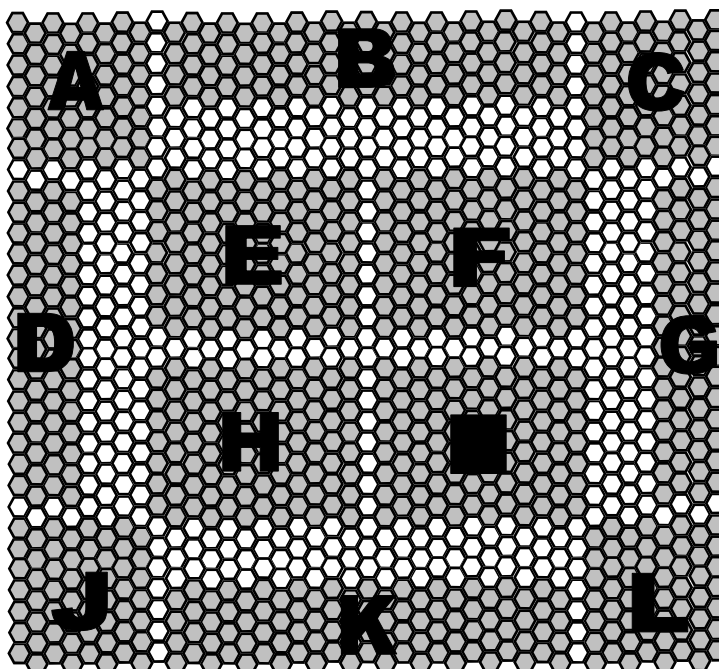
End Phase

The Ku'Son'Ri do not do anything during the End Phase of their turn. This phase is placed in this book for continuity purposes.



Scenarios

As you read these scenarios, it will refer to setting up the ships at different positions on the mapboard. Use the mapboard below as a reference to where to place your forces. These positions are only reference points and should not be taken literally as to the number of hexes you must have for a section. Section A, for example, is just another way of saying, "Place your ships in the upper left corner of your mapboard." and not, "Place your ship within the 56 hexes of the upper left corner." Some mapboards are smaller than others and are just fine to play on.



This section gives a few scenarios for you to play Quad-S. These are designed to give you an idea of the basic feel of how the ships work. The force listings are given in "Ku'Son'Ri vs Ku'Son'Ri format, partly because there is no guarantee that you or your friend have any other racebooks to compile forces with. The main reason however, is because each race in Quad-S is so vastly different, there is no real way to establish a fair balance of forces for each scenario for all races.

Example: Three ships from race A is fair against four ships of race B. Those same four ships from race B may be fair against six ships from race C. But the problem arises when those six ships from race C are not fair to go up against those three ships from race A.

It would take more room than what is available here to show things "Even Steven" for all races against all races in any given scenario. These scenarios are just guidelines. It really comes down to you, the player, to determine what you will play with. (See Battle Honor, Honorable and Dishonorable for guidelines on how best to choose forces.

Scenarios



MEETING ENGAGEMENT

Player A

Player B

Contested Hyperspace

Set up in section B

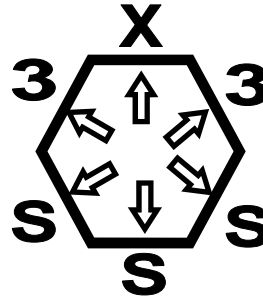
Set up in section K

Ku'Son'Ri Force Block

Ro'Val x2
Ba'Sta'Rom
Ju'Mal'Dre

Ku'Son'Ri Force Block

T'Kel x2
No'Vra'Del
Gra'Teh'Nom



Your side of the board

Game Length : Until one side has retreated or is destroyed

Special Rules : None

Victory Conditions : Last player on board claims victory

MARKED FOR DEATH

Player A

Player B

Contested Hyperspace

Set up in section B

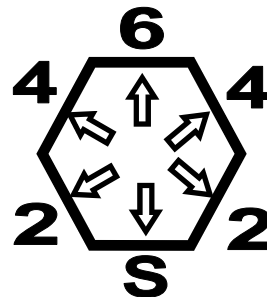
Set up in section K

Ku'Son'Ri Force Block

T'Kel x2
Ro'Val x2
No'Vra'Del
Ba'Sta'Rom
Ju'Mal'Dre
Gra'Teh'Nom

Ku'Son'Ri Force Block

T'Kel x2
Ro'Val x2
No'Vra'Del
Ba'Sta'Rom
Ju'Mal'Dre
Gra'Teh'Nom



Your side of the board

Game Length : Until one side's Gra'Teh'Nom has retreated or is destroyed

Special Rules : Use Blind Set-up

Victory Conditions : First player to destroy or force the retreat of the enemy's Gra'Teh'Nom claims victory



Scenarios

KICK 'EM WHEN THEY'RE DOWN!

Player A

Player B

Contested Hyperspace

Set up in section B

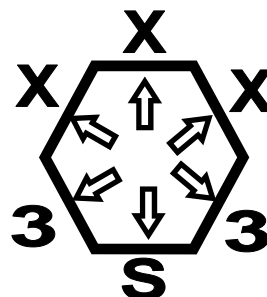
Set up in sections C, G, J, K, & L

Ku'Son'Ri Force Block

Ba'Sta'Rom x2
Ju'Mal'Dre x2

Ku'Son'Ri Force Block

T'Kel x4
Ro'Val x4



Your side of the board

Game Length : Until one side has retreated or is destroyed

Special Rules : Place a Gra'Teh'Nom in for player A in section I. It's shields are useless and it's drive (and hyperdrive) is dead. It may still turn one hexside a turn before anyone else moves. Everything else functions as normal

Victory Conditions : Player A claims victory if Gra'Teh'Nom survives

SPACE MELEE

Player A

Player B

Contested Hyperspace

Set up in section B

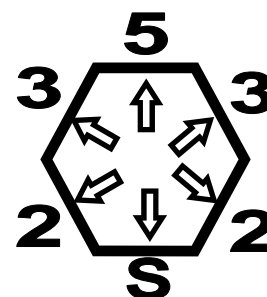
Set up in section K

Ku'Son'Ri Force Block

T'Kel x4
Ro'Val x2
Gra'Teh'Nom

Ku'Son'Ri Force Block

T'Kel x8
Ro'Val x4



Your side of the board

Game Length : Until one side has retreated or is destroyed

Special Rules : None

Victory Conditions : Last player on board claims victory

Scenarios



FIRST BLOOD

Player A

Set up in section B

Ku'Son'Ri Force Block

Ju'Mal'Dre
No'Vra'Del
Ba'Sta'Rom

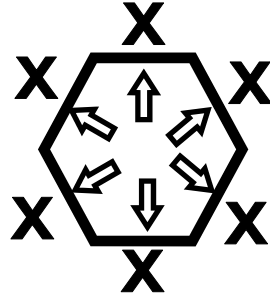
Player B

Set up in section K

Ku'Son'Ri Force Block

Ju'Mal'Dre
No'Vra'Del
Ba'Sta'Rom

Contested Hyperspace



Your side of the board

Game Length : Until one side has lost a ship

Special Rules : No Hyperspace possible

Victory Conditions : First player to destroy a ship claims victory

HERE COMES THE CALVARY!

Player A

Set up in section I

Ku'Son'Ri Force Block

Ju'Mal'Dre
Ba'Sta'Rom

Reinforcements
(Turn 3, Areas B & D)

T'Kel x4
Gra'Teh'Nom

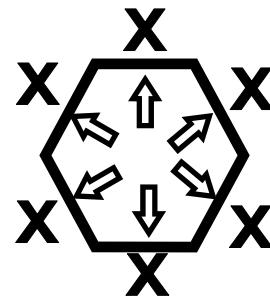
Player B

Set up in section L

Ku'Son'Ri Force Block

T'Kel x2
Ro'Val x2

Contested Hyperspace



Your side of the board

Game Length : Until only one side remains on the board

Special Rules : No Hyperspace possible

Victory Conditions : Last player on board claims victory



Scenarios

BASE ATTACK

Player A

Player B

Contested Hyperspace

Set up in sections
K, H, & I

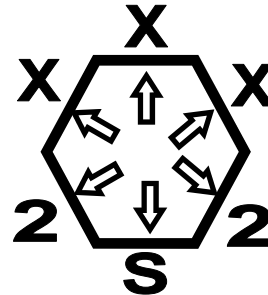
Set up in sections
B, E, & F

Ku'Son'Ri Force Block

T'Kel
Ro'Val
Ju'Mal'Dre
No'Vra'Del

Ku'Son'Ri Force Block

T'Kel
Ro'Val
Ju'Mal'Dre
No'Vra'Del



Your side of the board

Game Length : 20 turns

Special Rules : Player A places a base at section K
Player B places a base at section B.

Both bases start with an ECM-D of 4, and a medium laser that can shoot at any facing. The bases have no other statistics and cannot be destroyed in this scenario.

As a base takes hits, the following effects occur

After 3 hits	Laser Destroyed / ECM-D drops to 3
After 5 hits	ECM-D drops to 2
After 7 hits	ECM-D drops to 1
After 9 hits	ECM-D destroyed

Victory Conditions : (not cumulative)

For every time a hit does damage on the enemy base	+1 point
For every damaging hit on the enemy base after the 10th	+2 points
For forcing a ship into hyperspace	+1 point
For destroying a ship	+2 points

The player with the most points after 20 turns claims victory

Battle Honor



It's my opinion that if it's one thing the gaming world could use more emphasis on, it's honor of play. This is not to say that everyone, or even a majority of gamers are "cheese weasels" or "lawyer jockeys", but there are enough "bad apples" out there to make us all look bad. This goes on mainly because, the "passive-nice-guy-just-want-every-one-to-have-fun" gamers that we are, allow it to go on. Nobody wants to spoil a good time by causing a ruckus about some player's "whining toad boy" antics. Unfortunately, what usually results from this is the player that plays honorably gets screwed over and the weasel goes on, even to become the champion! It is only until afterwards do people say anything about the player and by then, it is too late. Quad-S stresses honorable play, because in Quad-S, being a winner is measured in a way that no other game system can claim.....by a player's own reputation.

Even though individual battles can determine who was a winner by victory conditions alone. The most important part is a player's reputation. It makes any who chooses to be honorable a winner and a player who acts like a loser shall be known as one. This is the way things should be.

As you read the next few scenarios, you will notice that they will give a background, a battleground, but when it comes to the ships to be used.....there is no information given. This is for you to fill in.

You may be asking questions such as "Don't you have any balanced scenarios to give us?" or "Can't you give us any point costs for the ships so we can make up scenarios ourselves? The answer to both of these questions is no. A "balanced scenario" is only truly balanced by the skill levels of the players involved. If players want a truly "even" battle for their first time of play, it is suggested that each each player take the exact same ships. As far as the point costs for the ships go, half the fun of this game will be the debates behind which ship types to use in each scenario.

With no point cost given for ships and players free to choose their own ships, one may think that it will be easy pickings for a good player to simply figure out which ships are the best and play with nothing but those ships. Well, I'm going to make a bold statement that I believe most "cheesy" gamers need to hear.....

"If you think you are really that good at a game, play with inferior forces. Overpowering an opponent does nothing to prove your skill. It only proves that you are afraid of a challenge."

It is stressed that beating an opponent who has superior forces than yourself is, and always has been, a more glorious win. This may lead to "bidding wars" before the match starts, with each player trying to underbid and haggle with the other opponent. This is fine, as long as caution is taken not to overdo the bidding process with both players disagreeing to play because each wants the inferior force. It should be noted here that although playing with a lesser force is a great honor and can lead to a victorious battle on which songs can be made, there is no dishonor in playing an even match, either.

Another honorable way to play is for one player to set up the scenario, choosing forces for both sides, and the other player choosing which side he gets to play.



Honorable

It is considered honorable.....

To offer a good opponent a “return match” after you have beaten him.

To brag or boast about a glorious battle you have won or lost, as long as you honor your opponent with your words as well.

If an opponent has readily beaten you numerous times, admit that he is a better player and take a handicap in your next battle against him. If the proper handicaps are given, each player should lose half the time.

To talk good about others and their strengths by giving them Honor Names and titles according to their deeds and great feats. Names & titles should not be given easily, but earned over time. The Honor Names will come out naturally when talking space stories about battles around a fire with good drink.

Examples of Honor Names

“**Smith The Reaver**”, Smith is heavily reliant on Hylisis class ships and is a known champion.

Greg “The Defeater of Smith” Talbot, would be a good name to give someone who overthrows a champion that hasn’t lost an unhandicapped match for quite some time.

“**The Flank of Roberts**” This Honor Name could be given, not for the player himself, but for his impressive maneuver against two Hylisis, owned by none other than “Smith the Reaver”. This maneuver may not have even won him the game, but the results were memorable are was enough to make Smith shake.

Notice that the two above titles deal with great battles against Smith? This honors Smith as well as the player. If Smith wasn’t a big deal, people wouldn’t account others great deeds against him.

Dishonorable



It is considered dishonorable.....

To play against players of lesser status just to “chalk up” wins. It is better to play less often against players of your caliber or close to it, rather than defeating every twelve year old that walks through the door. Playing with players of lesser skill is fine, as long as you aren’t bragging as if winning is some great accomplishment.

To attribute losses to “luck of the dice” on a consistent basis.

To offer a handicap to an opponent. If the opponent is playing Quad-S correctly, he should be asking for a handicap against the better player. That action is what honors you. Blatantly giving out handicap can be considered arrogant.

To complain about the conditions of the battle being unfair after the match. If you agreed to those conditions, the blame rests on you. Keep in mind the difference between complaining by whining and offering a critique of how the scenario could be made more fun or balanced.

To brag in such a way that you wish to make people believe that playing this game actually “means” something in real life. Hey, being good at this game is great and all, and I do encourage role-playing and banter between players. But it’s meant in good fun and general joshing around. In short, strive to be the best at this game all you want.....that’s honorable.....just remember it ain’t gonna help you get laid.....



Designer Notes

In the beginning.....

I make no bones about how much I love spaceship combat games. Luckily for me, there has been a good supply of them throughout the years and I've fallen in love with just about every one of them. My only bane was that I wanted it all. I wanted a game that had every ship capable of redirecting it's power, but I loved the simplicity of static stats on ships as well. I live for maneuvering around for position instead of blundering straight forward and rolling dice for damage all day. But mostly, I have the undying need to have a game capable of having a campaign for glory. While the best games I've ever playing for spaceships had most of these qualities, there was always one or two of the above things it couldn't do or didn't do very well. This drove me to many a night staying up, trying to find a way to fix the problem. Finally, here I sit at my computer, briskly typing away at the keyboard making up my own game. Although I will tell you straight up that I do not plan for all my expectations to come right out yet, I do think that with time, I will have accomplished that goal.

When sitting down to first create Quad-S (named Blatant Excuse at the time), I had a hard time deciding something as simple on how my ships were going to move in the game. "Hmmm...maybe I should use a "set" move system, where the ship can move a predetermined number of hexes in a turn. How about a "thrust" system where ships may accelerate or decelerate and adjust their speed from the speed they had the previous turn? Or maybe a "purchased" move system, whereas ships pay energy to move from turn to turn." I had the same problem with shields, hyperdrive, you name it. I just had too many ideas going through my head. With every one of them I said....."Yeah! By using that system in that way, the strategies would be totally different! I'd like to play it that way, but I would like to play it the other way too." Then, it dawned on me.

"Hey, why not just make the game in all those ways?"

So it began. I made a random chart for each ship system and the ways that they could work. I also listed different ways the ship could take damage, move, fire, take critical hits, right down to how their jump drive worked. Once done with the list, I started to roll randomly for each category.....and a race was born!

I made six races with three ships apiece in the matter of two days. The Ku'Son'Ri, The Trenon, The Allegrot Alliance, The Sudor, The Rayesha, and the Husanna Coalition (originally the Bzejek). All with different ways to operate their ship.

Next came the weapons. These ships were so different already that I didn't want to ruin it simply by adding weapons that were entirely the same except for added range or damage. So I made deliberations on the one or two types of weapons for each race that would set them apart from the rest.

With that out of the way, I went on to make sure these ships moved quick enough so battles didn't seem stagnant, but slow enough that maneuvering **meant** something.

Next was the firing arcs of the weapons. I really wanted to restrict fire arcs enough that most ships would have to keep moving to keep their enemy in sight and not just "sit back and watch the fireworks". Although there were some exceptions, I think I worked it out.

Designer Notes



Afterwards came the typesetting on the computer. At this point I knew my game was pretty solid in theory, but could use some playtest. Owning a game store (Archon Games & Distractions in Erie, PA.) made it easy to get playtesters. But I knew I had to do the typesetting now, otherwise, I be playing too much and listening to a lot of different ideas and glitches. I had to make sure I has the energy available to handle it all or else become overwhelmed and burnt out on the project. To get something going, you have to get it out of your head and on to paper so you can feel how real it's becoming, rather than let it sit in your head where it's still a dream. So here I was typing away. It was hard at first to get the rules outta my bald head and onto the screen. If anybody out there want to make a game or even write a book.....your English teacher was right! Them thar outline thingies sure does helps a lot! Hyuk! Hyuk!

I really wanted to emphasize campaign play possibilities. Many space games out there are don't lend themselves to seeing the same ship and it's crew over and over again in a campaign atmosphere. Many are just to brutal (albeit fun) for ships to have any chance to live if they aren't on the winning side or if the movement system won't allow for ships to effectively stage a tactical retreat so they can come back later. Quad-S does, so go ahead and name that Ba'Sta'Rom "The Tolltaker" or whatever. Giving the ships in your fleet names helps give the game style. If you do start naming your ships, it may be fun to keep track of it's kills, who the opponent was, and how long the ship was in service before it got roasted.

As for the future of the Quad-S game and it's "modular" system, some may think that the game is totally unbalanced as far as the races go. That's intentional. Well, actually it's just the way it worked out and I liked it. You see, when making the first six races, I was concentrating on making all the ships different by random means, with no thought or care whether or not one race could survive one on one against another. After they were done, I shuddered at the thought at how long it would take to make everything "Even-Steven" instead of unbalanced. Then I thought a familiar thought.....

"Hey, why not just **allow it to be** it that way?"

You know, some of these races have been around for millennia, while others haven't even got out of their galactic diapers yet. If some races fall to others easily, so be it! Some races will just have to have more ships for an even match against a tougher race.

Well it's complete but never finished. That's how I think I'll always feel about this project. There are endless possibilities awaiting us in newer versions of the game. I make no denials that I believe that there will be a second version for all the six races within two years. The main focus of this first edition is to get the game "out there" and find enthusiastic players that wouldn't mind getting in on the ground floor of something which has the potential to be a game that many people will enjoy. Just by reading something that has nothing to do with the rules of the game, I'll slightly assume you are interested. Well, that's easy. All you have to do is write or e-mail me of what you think of the game and how it could be improved. It's really as simple as that. I'll honor all submitters in the evolution of Quad-S in the next version for that race.

Finally, to answer the question you must be asking by now. "Why all the fuss on this honor thing?" The answer is quite simple for those who enjoy this game and others.....to keep *jackasses* out!

Enjoy everybody!

James "Archon" Eisert

T'KEL

KU'SON'RI

Ship Type Small

Turn Cost 1

Turn Delay 1

Power Index 20

Current Power Index _____

System	Cost	Max	Applied
Front Shield	1	2/8	_____
Left Shield	1	2/8	_____
Right Shield	1	2/8	_____
Rear Shield	1	2/8	_____
ECM-D	2	2	_____
Fire Control	1	1	_____
Drive	1	8	_____
Light Laser	3	n/a	_____
Hyperdrive	5	5	_____

Front Shield 1 2/8

Left Shield 1 2/8

Right Shield 1 2/8

Rear Shield 1 2/8

ECM-D 2 2

Fire Control 1 1

Drive 1 8

Light Laser 3 n/a

Hyperdrive 5 5

Total Power Used _____

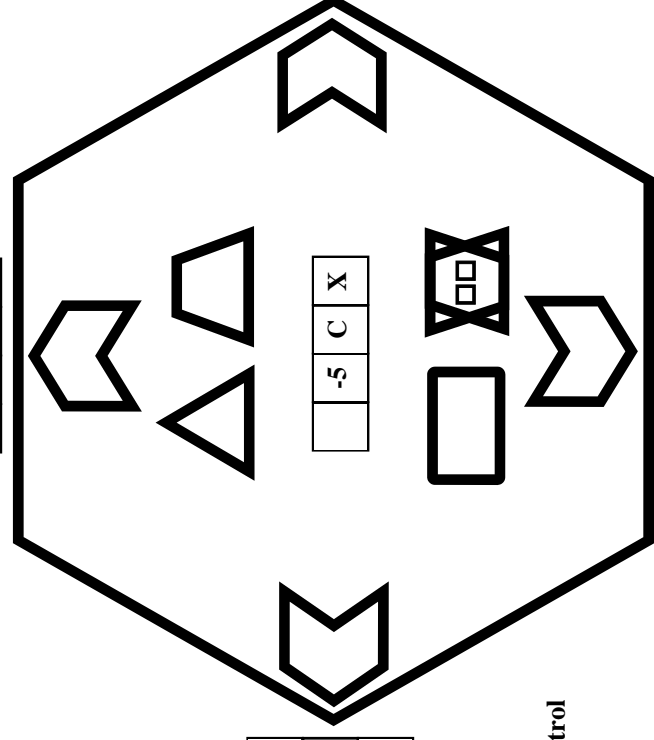
Light Laser
Range : -1 per 2
-2 per ECM-D
DAM : D6
Arc : FW






			-1	
	C	-1		
		-1	C	S

		-2		
		-2	C	
-2		C	S	

	-5	C	X
--	----	---	---

		-2		
		-2	C	
-2		C	S	



 Fire Control
 ECM-D
 Shields
 Drive
 Hyperdrive

		-5	C
		-5	C
		-5	S

RO'VAL

KU'SON'RI

Ship Type Small

Turn Cost 1

Turn Delay 2

Power Index 24

Current Power Index _____

System Cost Max Pwr Used

Front Shield 1 2/8 _____

Left Shield 1 2/8 _____

Right Shield 1 2/8 _____

Rear Shield 1 2/8 _____

ECM-D 2 2 _____

Fire Control 1 1 _____

Drive 1 8 _____

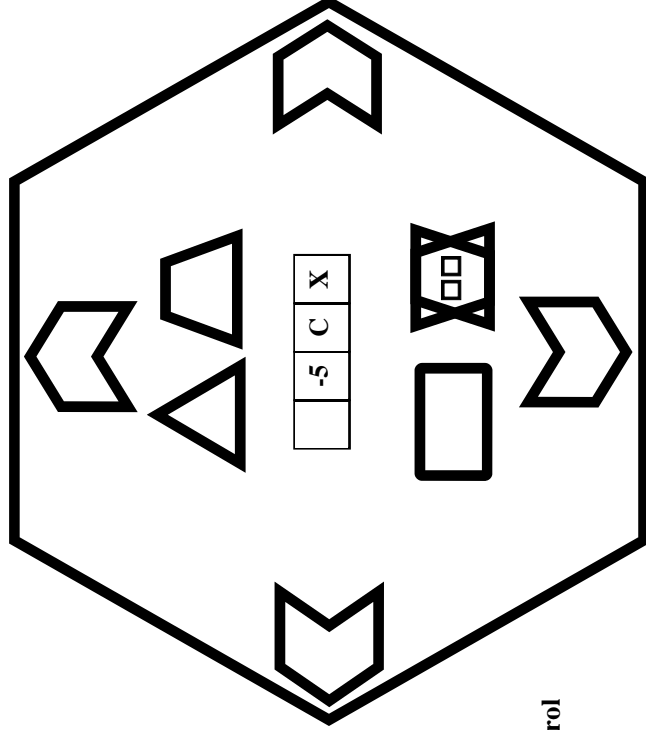
Med Laser 7 n/a _____

Hyperdrive 5 5 _____

Total Power Used _____

Medium Laser
Range : -1 per 2
-2 per ECM-D
DAM : D8+2
Arc : F

		C	-1	
		-2	C	S



		-2		
		-2	C	
		-3		C S

		-2		
		-3		C S

Fire Control
 ECM-D
 Shields
 Drive
 Hyperdrive

		-4	C	-4
		-4	C	S

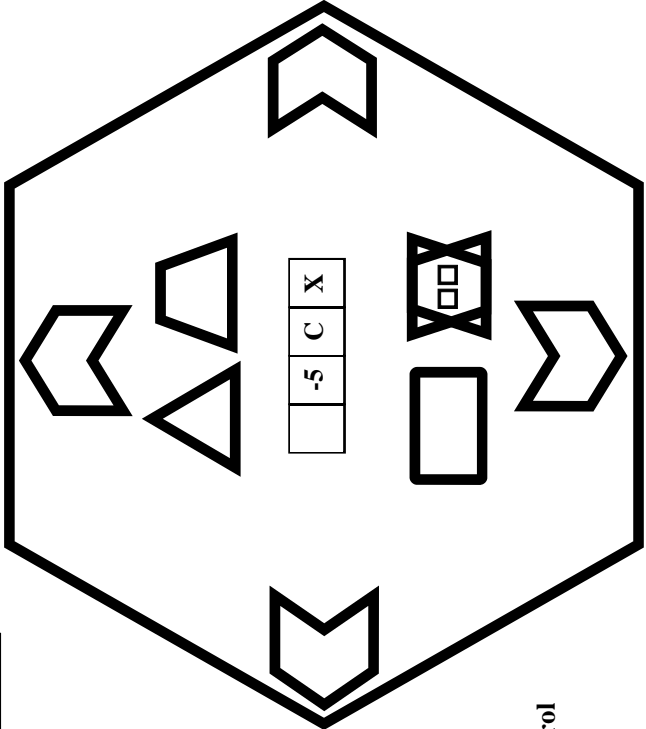
LOK'DE

KU'SON'RI

Ship Type	Small		
Turn Cost	2		
Turn Delay	1		
Power Index	21		
Current Power Index	_____		
System	Cost	Max	Pwr Used
Front Shield	1	3/9	_____
Left Shield	1	3/9	_____
Right Shield	1	3/9	_____
Rear Shield	1	3/9	_____
ECM-D	2	2	_____
Fire Control	1	1	_____
Drive	1	8	_____
Light Laser	3	n/a	_____
Hyperdrive	5	5	_____
Total Power Used _____			

Light Laser
 Range : -1 per 2
 -2 per ECM-D
 DAM : D6
 Arc : FW

			-1
	C	-1	
		-1	C S



			-2
	-2	C	
-2		C S	

			-5	C	X
--	--	--	----	---	---

		-2	C	
	-2		C	S

			-3	C	-4
			-4	C	S

Fire Control
 ECM-D
 Shields
 Drive
 Hyperdrive

DOR'LAN'SKU

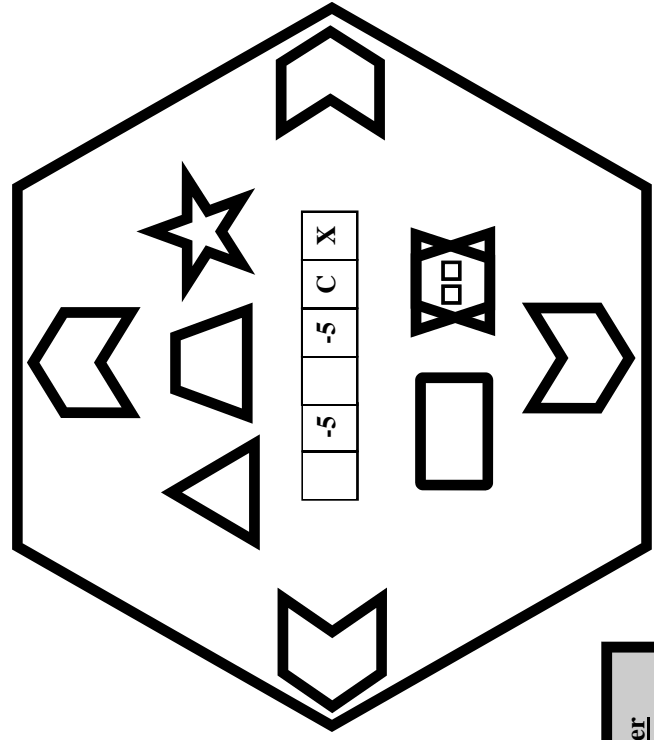
KU'SON'RI

Ship Type	Medium		
Turn Cost	3		
Turn Delay	2		
Power Index	37		
Current Power Index	_____		
System	Cost	Max	Pwr Used
Front Shield	1	4/12	_____
Left Shield	1	4/12	_____
Right Shield	1	4/12	_____
Rear Shield	1	4/12	_____
ECM-D	2	3	_____
Cmd Control	1	2	_____
Fire Control	1	3	_____
Drive	1	8	_____
Light Laser	3	n/a	_____
Med Laser	7	n/a	_____
Med Laser	7	n/a	_____
Hyperdrive	7	7	_____
Total Power Used	_____		

Medium Laser
 Range : -1 per 2
 -2 per ECM-D
 DAM : D8+2
 Arc : FW

Medium Laser
 Range : -1 per 2
 -2 per ECM-D
 DAM : D8+2
 Arc : FW

						-1			
						-2			C
						-2			C S



			-1		
		-1		C	
-2			-2		
		-2		C	
-3					S

		-1			C
-2			-2		
		-2			C
-3					S

Light Laser
 Range : -1 per 2
 -2 per ECM-D
 DAM : D6
 Arc : F 1/2

				-3	
		-4		C	-4
		-5		C	S

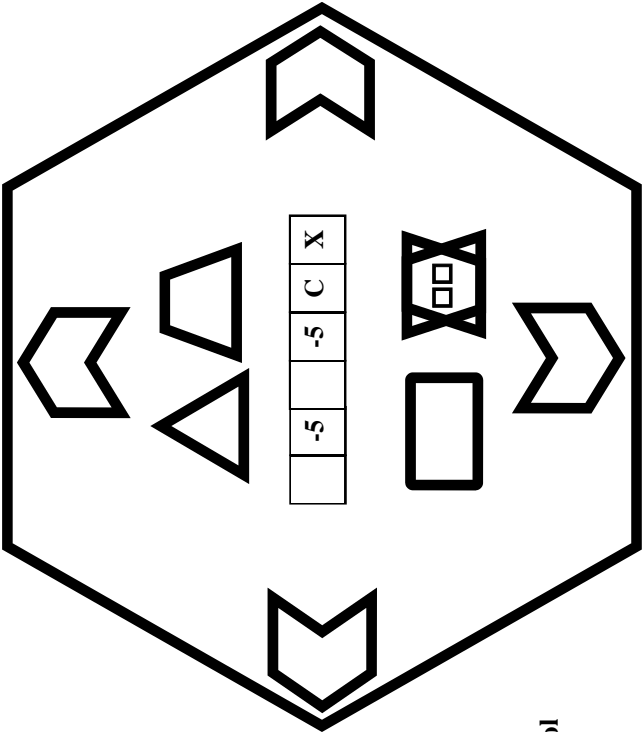
BA'STA'ROM

KU'SON'RI

Ship Type	Medium		
Turn Cost	2		
Turn Delay	2		
Power Index	30		
Current Power Index	_____		
System	Cost	Max	Pwr Used
Front Shield	1	3/12	_____
Left Shield	1	3/12	_____
Right Shield	1	3/12	_____
Rear Shield	1	3/12	_____
ECM-D	2	3	_____
Fire Control	1	2	_____
Drive	1	8	_____
Light Laser	3	n/a	_____
Med Laser	7	n/a	_____
Hyperdrive	7	7	_____
Total Power Used _____			

Light Laser
 Range : -1 per 2
 -2 per ECM-D
 DAM : D6
 Arc : All-R

Medium Laser
 Range : -1 per 2
 -2 per ECM-D
 DAM : D8+2
 Arc : F 1/2



- Fire Control
- ECM-D
- Shields
- Drive
- Hyperdrive

JU'MAL'DRE

KU'SON'RI

Ship Type Medium

Turn Cost 2

Turn Delay 3

Power Index 37

Current Power Index _____

System	Cost	Max	Pwr Used
Front Shield	1	4/12	_____
Left Shield	1	4/12	_____
Right Shield	1	4/12	_____
Rear Shield	1	4/12	_____
ECM-D	2	3	_____
Cmd Control	1	3	_____
Fire Control	1	3	_____
Drive	1	8	_____
Med Laser	7	n/a	_____
Hvy Laser	12	n/a	_____
Hyperdrive	7	7	_____

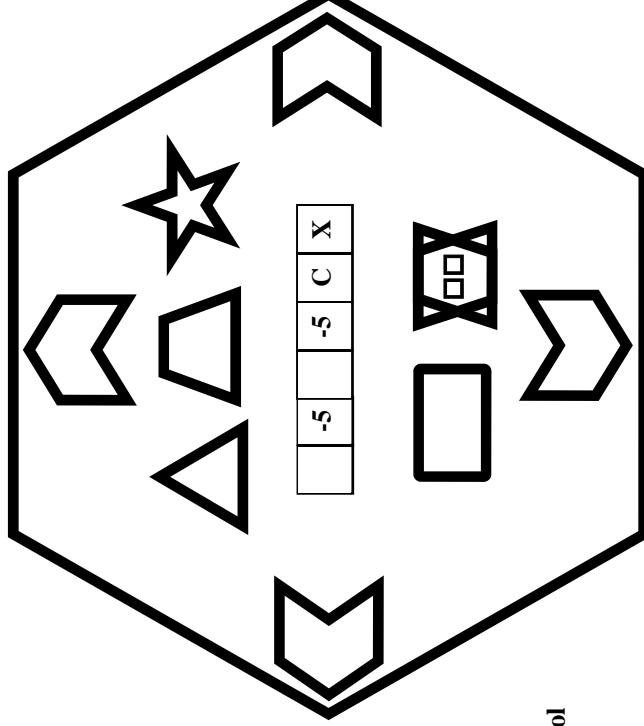
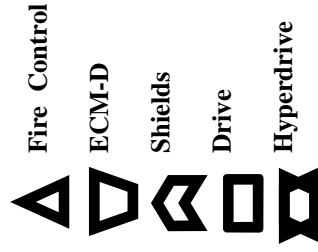
Total Power Used _____

Medium Laser
 Range : -1 per 2
 -2 per ECM-D
 DAM : D8+2
 Arc : FW

				-1					
									C
				-2					S
									C
				-2					S

Heavy Laser
 Range : -1 per 2
 -2 per ECM-D
 DAM : D10+4
 Arc : F

		-1			C
				-2	
		-2			C
				-3	
					S



		-1			C
				-2	
		-2			C
				-3	
					S

		-2			-3
				C	-5
				-5	C
					S

GRA'TEH'NOM

KU'SON'RI

Ship Type Large

Turn Cost 3

Turn Delay 3

Power Index 47

Current Power Index _____

System Cost Max Pwr Used

Front Shield 1 6/15

Left Shield 1 6/15

Right Shield 1 6/15

Rear Shield 1 6/15

ECM-D 2 5

Cmd Control 1 5

Fire Control 1 4

Drive 1 8

PPR Missiles 5 n/a

Med Laser 7 n/a

Med Laser 7 n/a

Hvy Laser 12 n/a

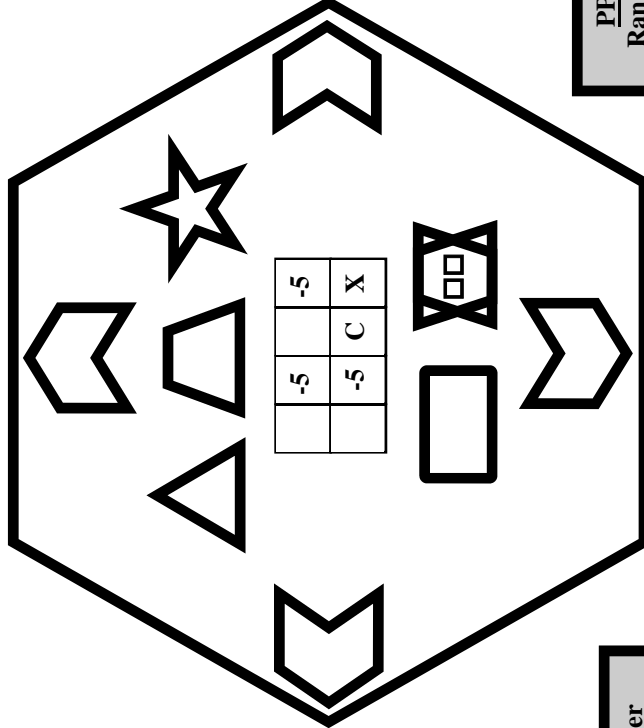
Hyperdrive 12 12

Total Power Used _____

				-1							-1
				-1							C
				-2							C
				-2							S

Heavy Laser
Range : -1 per 2
-2 per ECM-D
DAM : D10+4
Arc : F

Medium Laser
Range : -1 per 2
-2 per ECM-D
DAM : D8+2
Arc : F 1/2



				-1	
				-1	
				-2	
				C	-2
				-3	
				-3	C S

				-5	
				-5	C X

								-1
								-1
								-2
								C
								-2
								-3
								C S

Medium Laser
Range : -1 per 2
-2 per ECM-D
DAM : D8+2
Arc : All-R

PPR Missiles
Range : 12 hexes
-2 per ECM-D
DAM : special
Salvoes : □□□□
Arc : F

				-2				-2
				-3				-3
				-4				-5
								C S