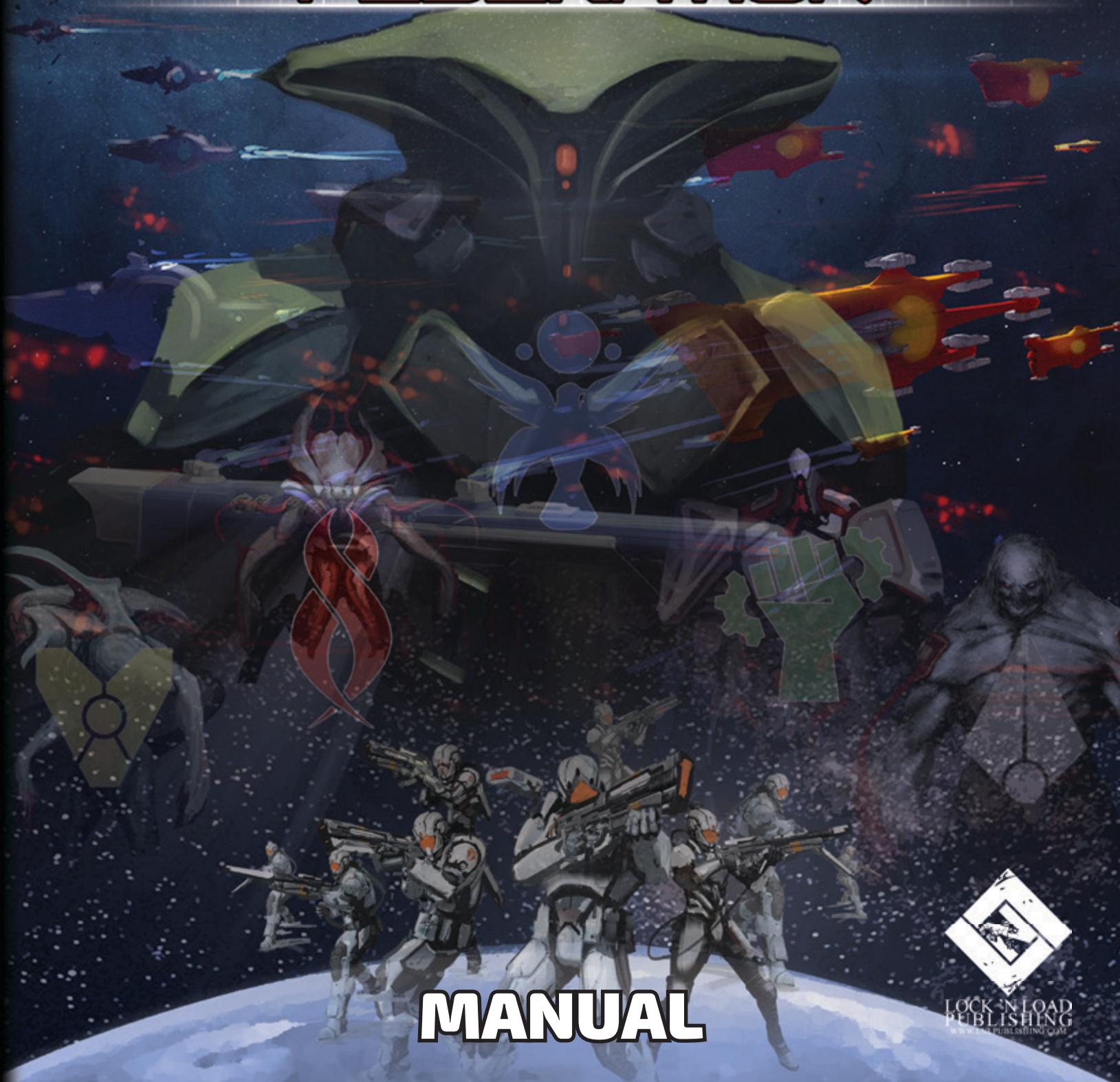


SPACE INFANTRY FEDERATION



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SPACE INFANTRY: FEDERATION

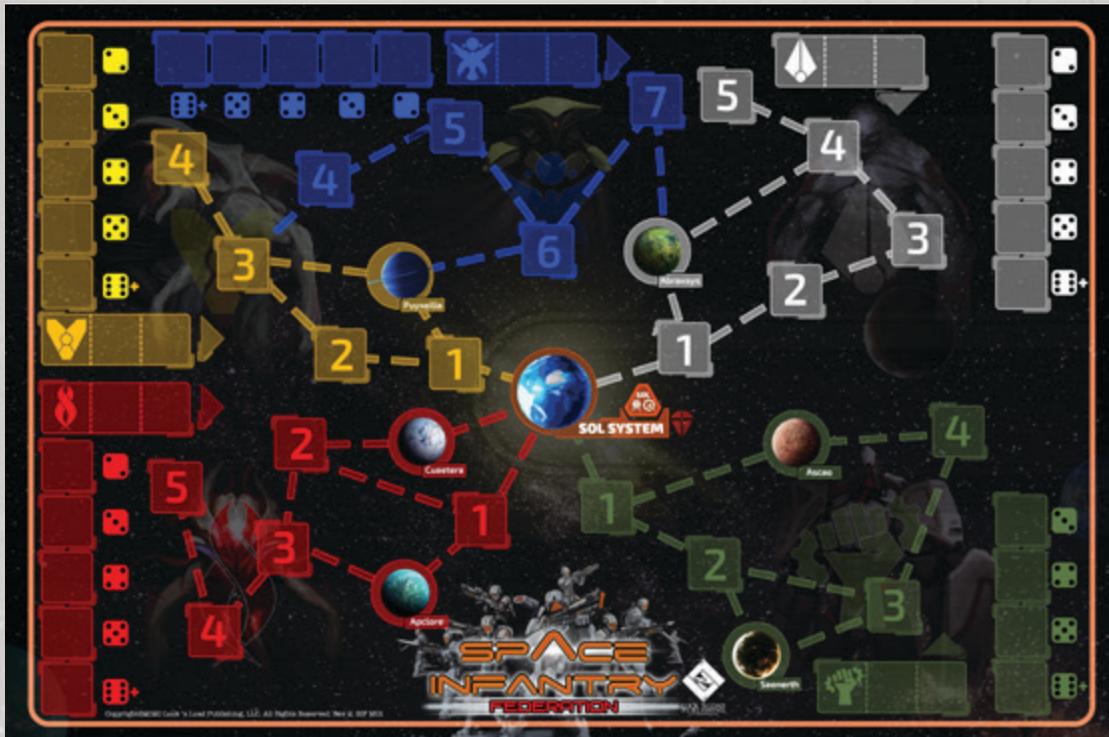
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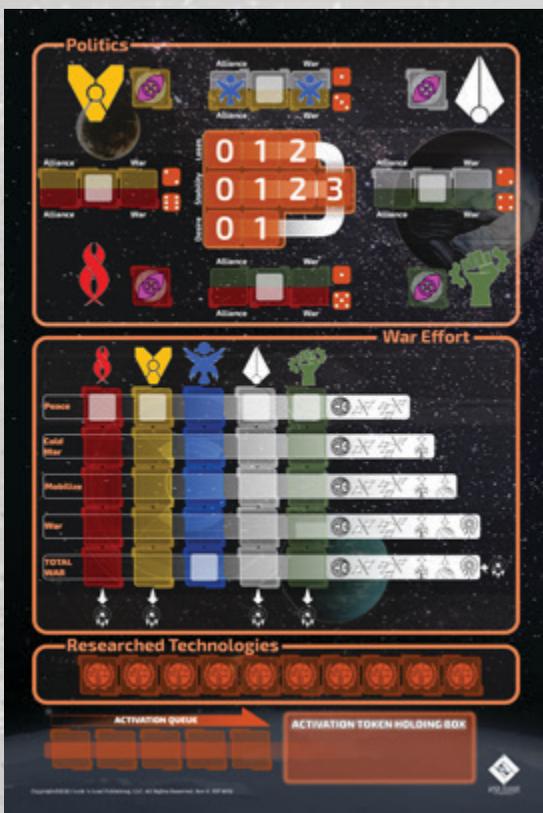
Game Components

Main Game Board (11x17 inch)



Politics Board (11x17 inch)

Resource Board (11x17 inch)



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1 Event Table mat (8.5x11 inch)



1 Warp Research token



4 Warp Technology tokens



2 Ally ships



5 Flagships



1 Sol Defense System



3 Mines



5 Federation Technology tokens



30 Resource tokens



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6 Base markers



6 Cthonian () Technology tokens



3 Flesh Eater () Fleet markers



3 Mercenary () Fleet markers



6 Flesh Eater () Technology tokens



6 Mercenary () Technology tokens



3 Cthonian () Fleet markers



3 Mutant () Fleet markers



SPACE INFANTRY: FEDERATION



1.0 Introduction

In Space Infantry Federation you command the forces of the Human Federation, and the might of the Space Infantry and Colonial Guard against a myriad of hostile enemy species trying to invade your home.

We've also added Designer Notes, highlighted in orange, to give updates and additional clarification to some rules.

2.0 Community & Support

Lock 'n Load Publishing values nothing more than it's customers and giving them the best support and Resources for our games.

2.1. Game Questions

If you have any game questions, or if you are just looking for other gamers with whom to chat about rules and strategies, you can find quick replies on our LnLP forums:

[http:// forums.lnlpublishing.com](http://forums.lnlpublishing.com)

2.2. Customer Support

If any parts of this game are Damaged, order needs, or any other support needs, please use our Support Ticket system. You can open a support ticket at the link below:

<http://support.lnlpublishing.com>

2.3. Resources

We want our customers to know they are supported before and after purchasing any of our products. You may find additional game Resources such as scenarios, counters, Special Rules and other community design ideas in our Resource section:

<http://forums.lnlpublishing.com/Resources>

SPACE INFANTRY: FEDERATION

3.0 Game Setup

Place the Game Boards on a flat surface in front of you, with the Politics Board on the left of the Main Board and Resource Board on the right of the Main Board. Place the Event Table mat within easy reach. See example below.



Note: Since you will interact with the Resource Board a little more than the Politics Board, left-handed players may want to swap the positions of those boards.

3.1. Political Board

The Politics Board is divided into several sections. Set up each section as follows. Check the image to the right for clarification.

3.1.1. Politics

A. Place 4 Political Status markers () on the 4 spaces as indicated on the diagram in the Political Overview.

B. Place 3 Political Status markers () on the 3 spaces as indicated on the diagram in the Political Overview.

3.1.2. War Effort

C. Place 1 Political Status marker () on the War Effort track for each alien race as shown on the diagram:

- Place the Flesh Eater () Political Status marker on Peace.

- Place the Cthonian () Political Status marker on Peace
- Place the Mercenary () Political Status marker on Total War
- Place the Mutant () Political Status marker on Peace
- Place the Cyber () Political Status marker on Peace

3.1.3. Create the Activation Pool

Difficulty is set by adjusting the mix of Activity tokens in the Activation Pool. The icons in the upper right of each Activity token indicate which difficulties they are appropriate for.

- A Green icon indicates that the token is used in an Easy difficulty game.
- A Yellow icon indicates that the token is used in a Medium difficulty game.
- A Red icon indicates that the token is used in a Hard difficulty game.

Find an opaque container such as a bag and put all Activation tokens for your desired difficulty into it. Then place that container near the area marked Activation Queue.

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Politics

The Politics section features several icons and a central grid. At the top left is a yellow 'V' symbol. Below it are icons for Alliance (blue wings) and War (orange 'X'). To the right are icons for Alliance (blue wings) and War (orange 'X') with red dice. Further right are icons for Alliance (blue wings) and War (orange 'X') with red dice, and a white sail icon. Below these are icons for Alliance (blue wings) and War (orange 'X') with red dice, and a green fist icon. At the bottom are icons for Alliance (blue wings) and War (orange 'X') with red dice, and a green fist icon. The central grid has numbers 1, 2, 0, 1, 2, 1 and a dice icon.

War Effort

The War Effort section shows a grid of icons for Peace, Cold War, Mobilize, War, and TOTAL WAR across five columns representing different factions. The icons are: Peace (orange 'X'), Cold War (red), Mobilize (yellow), War (blue), and TOTAL WAR (blue 'X'). The icons are: Peace (orange 'X'), Cold War (red), Mobilize (yellow), War (blue), and TOTAL WAR (blue 'X'). The icons are: Peace (orange 'X'), Cold War (red), Mobilize (yellow), War (blue), and TOTAL WAR (blue 'X').

Researched Technologies

The Researched Technologies section shows a row of ten technology icons. Below them is an activation queue with five empty slots and an activation token holding box.



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3.2. Main Game Board

- A. Place all alien fleets in their Spawn Order Track. Alien fleets should be placed in order from left to right with the highest Combat Value fleet occupying the leftmost space in the Spawn Order Track.
- B. Separate the Technology counters for each alien race and place them face down in stacks near their associated Technology Tracks. These will be the draw piles for their technologies.
- C. Place a Flagship counter at Sol.



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The board features a central network of planets connected by routes. The planets and their associated route numbers are: Abraxsys (grey, routes 1, 2, 3, 4, 5, 7), Ascao (green, routes 1, 2, 3, 4), Saenerth (green, routes 2, 3, 4), Cuaptera (red, route 1), Apclore (red, route 1), and Puyxeitia (blue, routes 1, 5, 6). The SOL SYSTEM is also present. Various icons are scattered across the board, including ships, planets, and dice. The board is framed by an orange border.



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Research Progress

D

Unresearched Technology

1 die	▶	⊘	◀	▶	
2 dice	▶	⊘	⊘	⊘	
3 dice	▶	▶	⊘	⊘	
4 dice	◀▶	▶	▶	⊘	
5 dice	◀▶	◀▶	▶	▶	
6 dice	◀▶	◀▶	◀▶	▶	
	0%	25%	50%	75%	100%

Resource Pool

G

Locked Assets

A B C D E

1 die	▶	⊘	◀	▶	
2 dice	▶	⊘	⊘	⊘	
3 dice	▶	▶	⊘	⊘	
4 dice	◀▶	▶	▶	⊘	
5 dice	◀▶	◀▶	▶	▶	
6 dice	◀▶	◀▶	◀▶	▶	

Resource Track

I

1 die			
2 dice			
3 dice			
4 dice			
5 dice			
6 dice			
▶			

Unbuilt Assets

F

Stored Resources

H

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3.3. Resource Board

- A. Place all Base counters on their printed images in the Locked Assets area.
- B. Place the appropriate number and type of Resource tokens on their printed images in the Locked Assets area. There should be 2 Resource tokens next to each base except the Warp Research Base and Defense Base. The Warp Research Base receives the Warp Technology counter and the Defense Base receives 2  and 1  counter.
- C. Place 1 Flagship counter at these locations.
- D. Randomly select on Federation Technology counter to place face down on each space, placing the remaining Technology counter in the Unresearched Technology box.
- E. Place the four Warp Technology counters face down. Place the two Ally Ship counters and the 2 .
- F. Stack and place the Mines and Sol Defense counter in the Unbuilt Assets area.
- G. Stack and place all remaining Resource tokens in the Resource Pools. There should be 3 counters for each resource except 2 for  and none for .
- H. Select any 5 Resource tokens from the Resource Pools to place in the Stored Resources area.

Note: For your first game I recommend you select 1 Resource each of Build , Maneuver , Research , Espionage , and Morale .

- I. Roll 5 . For each result, select any remaining Resource token from the Resource Pools to place in the Resource Track in the leftmost space of the number

corresponding to that die result stacking resources if necessary.

Note: For identical results, you must choose the same resource.

3.4. Event Mat

Place all Event Chits face down in the Available Event Counters box on the Event Board.



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4.0 How to Win/Lose

The game is won by settling a base on the six named spaces; Apclore, Cuaetera, Puyxeilia, Abraxsys, Ascao, and Saenerth.

Note: You must have all six bases on the board at the same time to win. If you lose a base, you will have to resettle the space to win.

There are three ways to lose.

If, at the end of a Federation turn, there is one or more alien fleet in Sol you lose.

If your Federation Stability reaches 0 you lose.

If every alien race has filled their Technology track (See “12.2. Alien Tech” on page 30).

5.0 Sequence of Play

The game is played in turns. Some Game System turns and some Player turns. The order of those turns is resolved by revealing a series of Activation tokens in sequence starting with the Activation token furthest to the right.

As Alien Faction Activation tokens and Universal Event tokens are resolved they are placed in a holding box to return to the pool after a Federation Activation is resolved later.

When a Federation Activation token is resolved, it and all tokens in the holding box are returned to the pool.

If there are ever less than 5 tokens in the Activation Queue, slide any tokens already in the Activation Queue to their right to fill in any gaps and add tokens to the left most space. Repeat until there are 5 tokens in the Activation Queue.

6.0 Game System Turns

6.1. Alien Event tokens

These tokens when resolved will have a direct effect on the faction depicted by the icon in the upper left corner of the token.

6.1.1. Advance



All fleets of the depicted race that are currently in play will advance 1 space towards Sol if their current War Effort is at War -OR- Total War.

Note: An Alien fleet is considered in play any time it is not in its Spawn Order Track.

6.1.1.1 Basic Advance

When a fleet advances it moves the next lower numbered space that it is adjacent to.

6.1.1.2 Advance a Raider Fleet

A Raider Fleet that is not adjacent to Sol, but that is adjacent to a named space that you occupy with a Flagship, Base, or Minefield, will move into that named space instead of moving along the numbered track.

6.1.1.3 Advance into Combat

Conduct any necessary combat after all advances have been made (see “11.0 Combat” on page 28).

6.1.1.4 Advance without Fleets

If none of the fleets of this alien race are in play and they are at War or Total War, this effect is instead treated as a Spawn (see “7.1.2. Spawn” on page 15).

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6.1.2. **Spawn**



The rightmost fleet in this alien race's Spawn Order Track is move to the highest numbered space in their territory. Move all remaining fleets in their Spawn Order Track one space to the right.

6.1.2.1 Stacking

Space is huge so there are no stacking limits in this game, and an alien fleet cannot block another fleet from spawning.

6.1.2.2 Spawn without Fleets

If there are no more fleets in this race's Spawn Order Track, this effect is instead treated as a Tech effect (see "7.1.3. Tech" on page 15).

6.1.3. **Tech**



This faction is trying to increase its technology level. Draw a random Technology counter from the technology draw pile for this alien race. Place the Technology counter on the highest numbered available space on their Technology track (see "12.2. Alien Tech" on page 30).

6.1.3.1 Contesting

If you have Deployed an Espionage resource into the Technology track of this faction you may make a Contested Roll to try to prevent them from gaining this Tech (See "10.0 Contested Effect" on page 27).

6.1.3.2 Tech Defaults

If the Technology track of this alien race is filled, this effect is instead treated as an

Advance effect (see "7.1.1. Advance" on page 14).

6.1.4. **Press**



This faction is trying to put pressure on you and assert their control of their space.

To do so, all fleets of this alien race that are currently in play on a numbered space advance 1 space towards Sol.

6.1.4.1 Occupation

If there is an unoccupied named space adjacent to a fleet, the fleet will move into the named space and remains at that named space for all future Press effects.

Sol is always considered occupied; no alien fleet can enter Sol from a Press effect.

6.1.4.2 Show of Force Only

Since a Press action is a show of force only, if a fleet's movement would result in combat, then the fleet does not move.

6.1.4.3 Press when At War/Total War

If the War Effort for this alien race is at War or Total War, this effect is instead treated as an Advance effect (see "7.1.1. Advance" on page 14).

If none of this race's fleets are in play, this effect is instead treated as a Spawn effect (see "7.1.2. Spawn" on page 15).

6.1.5. **Border Friction**



If you have a Base within this alien race's territory, you must lower the War Effort for this alien race by 1.

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6.1.6. Greed



The Mercenaries are a greedy bunch, and they see an opportunity in aggression against you. Move their War Effort towards Total War.

6.2. Universal Event tokens

While most Activation tokens are associated with a specific faction, some are more universal in their effect. This is indicated by a Universal icon in their upper left corner.

6.2.1. Random Event



Randomly select one of the face-down Event Chits in the Available Event Counters box of the Event Board, then place it over the matching image on the Event board and roll 1  on the connected table.

When the last Event Chit is revealed, complete the Event as above, then return all Event chits face-down to the Available Event Counters box.

6.2.1.1 Advance one Research 25%

Pick any one Federation Technology token already in the Research Progress Track and move it one space to the right. If there are no Federation Technology tokens in the Research Progress Track this Event has no effect.

6.2.1.2 Advance Resource Track

This is an immediate extra advancement of the Resource Track (see “8.2. Phase 2: Advance Resource Track” on page 19).

6.2.1.3 Alliance

Roll 1  to determine involved races and move the counter towards Alliance. If the counter is already on the Alliance space, there is an overflow effect based on the type of Alliance (see “9.2.3. Alliance Overage” on page 27).

6.2.1.4 Expansion Desire

Move the Expansion Desire counter from 0 to 1, or if it is already at 1, move the Federation Stability marker one space towards 0.

6.2.1.5 Free Build Action

You may make an immediate Build action of either a Flagship, Mine, or Sol Defense without **spending** a  (see “8.3.1.1 Build” on page 19).

6.2.1.6 Free Propaganda Action

You may make an immediate Propaganda action without **spending** a  (see “8.3.1.5.1 Propaganda” on page 23)

6.2.1.7 Gain Tech

The specified faction gains one Tech advancement regardless of the current War Status (see “7.1.3. Tech” on page 15).

6.2.1.8 Military Loss

Move the Military Loss counter one space away from 0, or if it is already at 2, move the Federation Stability marker one space towards 0.

6.2.1.9 Move all resources up one space

This is the opposite of a Resource Advance. Immediately move all resources on the Resource Track one space away from you. If any Resources move off the

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track they are returned to the Resource Pool.

6.2.1.10 Spawn/Advance

Spawn the indicated fleet for the indicated faction (see “7.1.2. Spawn” on page 15) or Advance that fleet if it has already been Spawned (see “7.1.1 Advance” on page 14).

6.2.1.11 Spend

If available, **spend** the specified Resource from (in priority order) Stored Resources, Deployed Resources, or the next Resource you would receive from the Resource Track (see ?? below). If you have no Resource to **spend**, the Event has no effect.

6.2.1.12 War Effort

Move the War Status marker for the indicated faction one space down (see “9.0 War Effort” on page 26).

6.2.1.13 FACTION-

Roll a  to determine which race will be affected by that event.

6.2.1.14 Failed Alliance

Move one of the Political Status markers in the Politics section of the Politics board from Alliance to its neutral position.

6.2.2. Alien War Event



Check for any alien races currently at war in the Political Overview. For every alien race that is currently at war, check the Central Play Area for a Base within their territory.

Note: An Alien Race’s territory includes all the spaces that match their color.

If such a Base exists, take 1 hit to the Base of your choice within the warring faction’s space (See “11.2. Applying Hits” on page 28). If there is no such Base, increase Expansion Desire (see “7.2.1.4 Expansion Desire” on page 16).

When done, complete a Random Event as above.

6.2.3. Galactic Conflict



Roll 1  and compare the result to the Galactic Conflict chart on the Event Board to determine the outcome of the conflict.

Then roll a second  to determine the alien races involved (See “9.2. War and Alliance” on page 26).

6.2.4. Fast Scouts



Check for any alien race with the Fast Scout tech in their Technology track.



For each copy of the Fast Scout tech that an alien race has, advance their Scout Fleet 1 space towards Sol (See “7.1.1. Advance” on page 14). If an alien race has the Fast Scout tech but their Scout Fleet is still in the Spawn Order Track, Spawn their Scout Fleet (See “7.1.2. Spawn” on page 15). Conduct any necessary combat after all advances have been made (See “11.0 Combat” on page 28). If no alien race has the Fast Scout tech, this effect defaults to a Random Event (See “7.2.1. Random Event” on page 16).

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6.2.5. Fast Raiders



Check for any alien race with the Fast Raider tech in their Technology track.



For each alien race that has the Fast Raider tech, advance their Raider Fleet 1 space towards Sol (See “7.1.1. Advance” on page 14).

If an alien race has the Fast Raider tech but their Raider Fleet is still in the Spawn Order Track, Spawn their Raider Fleet (See “7.1.2. Spawn” on page 15).

Conduct any necessary combat after all advances have been made (See “11.0 Combat” on page 28).

If no alien race has the Fast Raider tech, this effect defaults to a Random Event (See “7.2.1. Random Event” on page 16).

Note: If a faction has Scouts act as Raiders tech, then the Fast Raiders effect would also cause their scouts to move as above.

6.2.6. Expansion Desire



Move the Expansion Desire counter from 0 to 1, or if it is already at 1, move the Federation Stability marker one space towards 0.

7.0 Federation Turns



Whenever one of the Federation Event tokens depicted above is resolved the player will take their Federation turn. A Federation turn consist of 4 phases; Resource Roll, Advance Resource Track, Player Actions, and Return Activation tokens to Pool.

7.1. Phase 1: Resource Roll

For each die indicated on the Activation token you will make 1 resource roll.

For each resource roll, you will roll 1  for each  in play.

Note: Because Sol has one of these icons, you will always get at least one die when making a Resource Roll.

If the activation token has a -1, then subtract 1 from each die result in the resource roll. Note: If this makes your resulting roll a zero, you do not get to place a resource.

For each result, select any remaining Resource token from the Resource Pools. Place it in the Resource Track in the leftmost space of the row labeled with the number corresponding to that die result, stacking resources if necessary.

Note: For identical die results, you must choose the same resource.

The middle and right columns on the Resource Track must be unlocked by deploying a  before Resource tokens may be placed in those columns (see “8.3.1.5.2 Expand the Resource Track” on page 23).

Resource tokens can only be stacked when one Resource Roll gives identical die results (doubles, triples, etc.). You may not place a Resource token in any space on the Resource Track that already contains a Resource token from any previous Resource Roll.

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If you are unable to place a Resource token for any reason, skip the die result.

7.2. Phase 2: Advance Resource Track

Move all Resource tokens on the Resource Track down 1 space.

7.3. Phase 3: Player Actions

You may perform as many actions as you have resources available. Resources are available if:

1. They are in the lowest space of the Resource Track.
2. They are in the Stored Resources area.
3. If they are **Deployed** anywhere for an effect.

You may also perform any action available as a result of completed technology research (see “12.0 Technology” on page 29).

You do not have to use all your Resources every turn. Any unused Resources may be freely moved from the lowest space of the Resource Track to the Stored Resources area. However, you may only store a maximum of 5 Resource tokens. Stored resources are never stacked.

Any Resource token that is not used and that cannot be stored in the Stored Resources must be returned to the Resource Pools at the end of this phase.

7.3.1. Resources

You have seven types of resources available to you as you try to expand the Federation and combat alien races. They are; Build, Maneuver, Research, Espionage, Morale, Diplomacy, and Warp.



Build



Maneuver



Research



Espionage



Morale



Diplomacy



Warp

Each of these resources may be used for various effects by either **Spending**, **Deploying**, or **Sacrificing** them.

- **Spend**: Return the Resource token to its Resource Pool.
- **Deploy**: Place the Resource token somewhere for an ongoing effect.
- **Sacrifice**: Remove the Resource token from the game.

7.3.1.1 Build



The Build Resource is used for the settling of new bases and to increase your military forces through construction, upgrades, and costly forward deployment.

7.3.1.1.1 Construction

You may **Spend** a Build to place a Flagship, the Sol Defense, or a Mine Field from the Unbuilt Assets onto Sol.

The Sol Defense and Mine Field are placed with their striped side down.

7.3.1.1.2 Settle a Base

You may **Spend** a Build to convert a Flagship in a named space to a Base by returning the Flagship back to Unbuilt Assets and placing any available Base counter of your choice a the same named space with its striped side down.

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Settling a Base satisfies any current Expansion Desire so reset Expansion Desire back to the 0 space if it is not there already.

Settling a Base in an alien race's territory is considered an act of aggression; move the War Effort of the alien race away from Peace by the number of spaces between the new Base and Sol.

For example, settling Cuaetera would move the Flesh Eater's War Effort one space down away from Peace, but settling Apclore would move their War Effort two spaces.

Each base when settled, unlocks new assets for you to use in your efforts. These assets are moved from where they were placed during setup in Locked Assets as indicated below.

Build Base

When this Base is settled:

- Move the Flagship to Unbuilt Assets
- Move the 2 Build resources to the Resource Pool
- Place the Technology token face down in the Un-researched Tech area.

Maneuver Base

When this Base is settled:

- Move the Flagship to Unbuilt Assets
- Move the 2 Maneuver resources to the Resource Pool
- Place the Technology token face down in the Un-researched Tech area.

Research Base

When this Base is settled:

- Move the Flagship to Unbuilt Assets

- Move the 2 Research resources to the Resource Pool
- Place the Technology token face-down in the Un-researched Tech area.

Espionage Base

When this Base is settled:

- Move the Flagship to Unbuilt Assets
- Move the 2 Espionage resources to the Resource Pool
- Place the Technology token face-down in the Un-researched Tech area.

Defensive Base

When this Base is settled:

- Move the 1 Diplomacy resource to the Resource Pool
- Move the 2 Morale resources to the Resource Pool

Warp Research Base

When this Base is built you immediately place the White backed Warp Technology in the 0% column of the Research Progress table.

7.3.1.1.3 Upgrade

You may **Spend** a Build to upgrade already deployed forces such as the Sol Defense, Mine Fields, or a Bases which have already been settled.

When you upgrade something, flip it from its stripe side down to its stripe side up.

7.3.1.1.4 Forward Deploy

You may **Sacrifice** a Build to place a Mine Field or a Flagship from Unbuilt Assets into a space adjacent to an already built Flagship or settled Base.

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7.3.1.2 Maneuver



The Maneuver resource allows you to move your ships around the board, gain some advantage in combat, and manipulate the queue of activation tokens.

7.3.1.2.1 Move

You may **Spend** a Maneuver to move a Flagship or an Ally Ship into an adjacent space. If a Flagship or an Ally Ship moves into a space occupied by one or more alien fleets, immediately resolve combat (see “11.0 Combat” on page 28).

When moving, a Flagship may carry up to one Mine Field with it. Ally Ships cannot carry Mine Fields.

7.3.1.2.2 Out Maneuver

You may **Spend** a Maneuver to add 1 die to any Combat Roll. This can be done any time a Combat Roll takes place, but cannot be used to exceed the maximum dice limit (see “11.1. Combat Roll” on page 28).

7.3.1.2.3 Bypass Activation token

You may **Sacrifice** a Maneuver to move an Activation token from the Activation Queue to the holding box without effect. You may then draw three Activation tokens and choose 1 to add to the Activation Queue, returning all others to the Activation Pool.

7.3.1.3 Research



The Research resource allows you to start projects and conduct research.

7.3.1.3.1 Initiate Research

You may **Spend** a Research to initiate a new research project.

To do this you first reveal any 2 Technologies in the Un-researched Tech column.

Then you choose 1 of the revealed techs to place on the 0% column of the Technology Track.

And last, you flip any remaining revealed techs back to their unrevealed side.

7.3.1.3.2 Conduct Research

You may **Spend** a Research to conduct research on active projects.

Roll 1  for each Technology token on the Technology Track and compare the result to the chart in the column in which the Technology counter is at.

Possible outcomes are:

 **Double Advance:** Move the Technology counter 2 columns to the right.

 **Single Advance:** Move the Technology counter 1 column to the right.

 **No Progress:** The Technology token does not move.

 **Lost Research:** Move the Technology token 1 column to the left.

Once a Technology token has reached the 100% column, it is considered discovered and is immediately moved to the Technological Advantages area.

7.3.1.3.3 Focused Research

You may **Sacrifice** a Research to conduct a Focused Research action.

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Move any 1 Technology token currently on the Technology Track 1 column to the right.

7.3.1.4 Espionage



The Espionage resource is used to sabotage alien technology, manipulate galactic politics, and re-roll dice.

7.3.1.4.1 Sabotage Technology

You may **Spend** an Espionage resource to attempt to remove an existing alien technology (one that is already placed on an Alien Technology Track).

Determine the alien race that you are targeting and then roll 1 .

If the die result matches a space in the alien's Technology track that contains an alien technology, return that technology back to its technology draw pile.

If the die result matches a space in the alien's Technology track that contains an , select the next higher result and return any technology on that space back to its technology draw pile.

If the die result matches an empty or non-existent space in the alien Technology track, then nothing happens.

If an alien technology is removed, all remaining technologies and  move up, if possible, to occupy the highest numbered spaces on the Technology track.

7.3.1.4.2 Diplomatic Attaché

You may **Deploy** an Espionage resource attempt to prevent a change in the relationship (War or Alliance) of one alien race with its neighbors.

Determine the alien race that you are targeting and then place 1  into the Holding Box of the targeted alien race. The next time a relationship change involving this alien race occurs, roll 1  (see "9.2. War and Alliance" on page 26) and resolve using the Contested Effect table (back cover).

If the alien race is involved in multiple relationship changes, roll against the relationship changes in any order of your choice. Continue to roll for each relationship change as long as your contested rolls do not result in the  being returned to the Resource Pool.

If you roll a  or less, your spy is killed (**Spend** the ) and you must immediately move the Political Status marker of the targeted alien race down 1 space.

7.3.1.4.3 Slow Research

You may **Deploy** an Espionage resource to attempt to prevent the discovery of alien technology.

Determine the alien race that you are targeting and then place 1  on the highest empty space on its Technology track. The next time this alien race gains a technology, roll 1  (see "7.1.3. Tech" on page 15) and resolve using the Contested Effect table.

If you roll a  or less, your spy is killed (**Spend** the ) and you must immediately move the Political Status marker of the targeted alien race down 1 space.

7.3.1.4.4 Make a Re-roll

You may **Sacrifice** an Espionage resource to re-roll any die roll. Re-roll using the same amount of dice as the previous roll with all applicable modifiers.

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7.3.1.5 Morale



The Morale resource is used for Propaganda, expanding your potential resource output, and reclaiming previously sacrificed resources.

7.3.1.5.1 Propaganda

You may **Spend** a Morale to conduct a Propaganda action.

Move Expansion Desire or Military Losses down by 1 or Federation Stability up by 1.

7.3.1.5.2 Expand the Resource Track

You may **Deploy** a Morale to Expand the Resource Track by 1 column giving you additional space to place Resource tokens received from Resource Rolls.

If at any time you **Spend** or **Sacrifice** a  currently **Deployed** in this manner, you must immediately return all Resources located in the column to their Resource Pool.



7.3.1.5.3 Reclaim a Sacrificed Resource

You may **Sacrifice** a Morale to return a previously Sacrificed resource to the Resource Pool.

7.3.1.6 Diplomacy

The Diplomacy resource is used to Establish Embassies, send Diplomatic Envoys, and Parley with Alien factions.

7.3.1.6.1 Establish an Embassy

You may **Deploy** a Diplomacy resource to Establish an Embassy with an alien faction in an attempt to prevent the War Effort between you and an alien race from moving towards Total War.

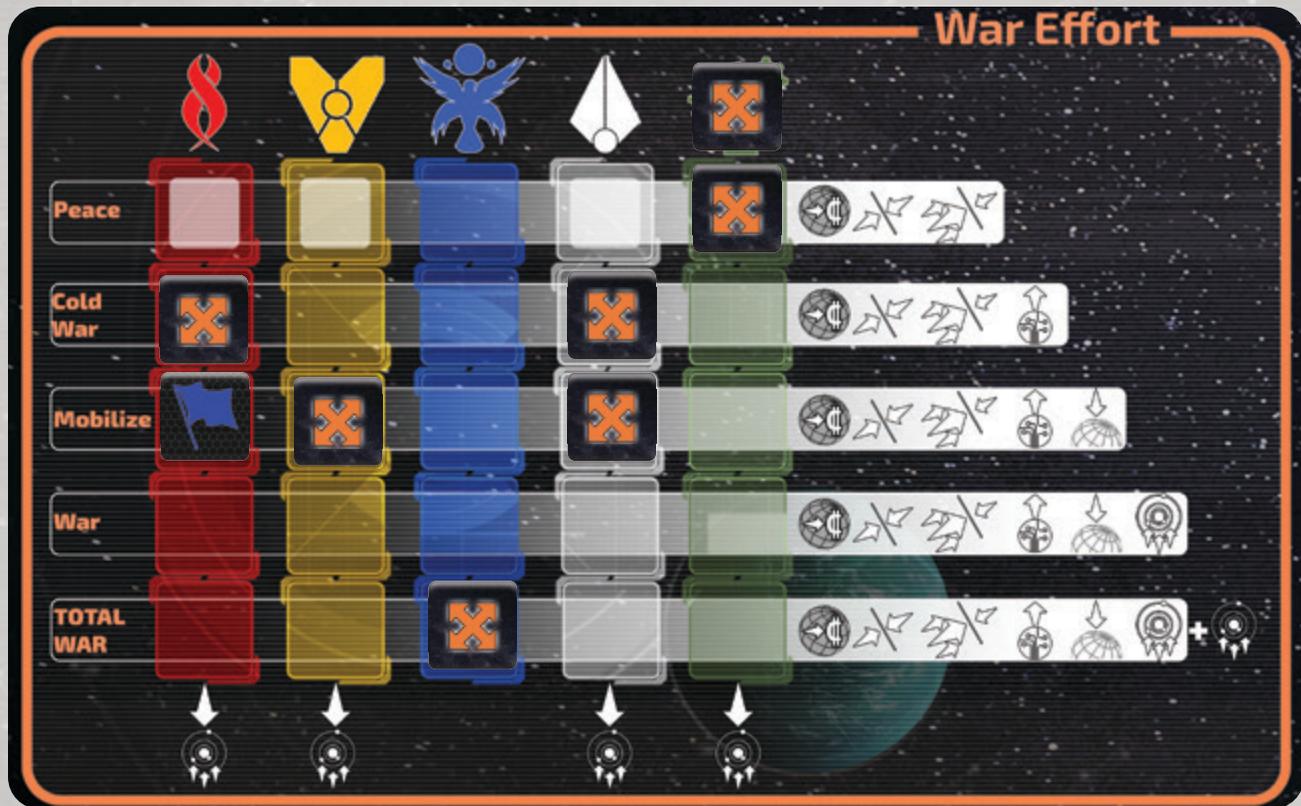
Determine the alien race that you are targeting and then place 1  onto the War Effort track directly below the Political Status marker of that alien race (see image on next page).

There must be space below the alien factions political status marker for you to **Deploy** the Diplomacy resources so, If at any time the War Effort between you and any alien race falls to Total War, you may not Establish an Embassy with them.

The next time the War Effort for this race moves towards Total War, roll 1  (see "9.1. Acts of War" on page 26) and resolve as a Contested Effect (see "10.0 Contested Effect" on page 27).

If there are multiple War Effort changes, roll against them in the order that they occur. Continue to roll for each War Effort change as long as your contested rolls do not result in the Embassy (Diplomacy Resource) being returned to the Resource Pool.

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Establishing an Embassy

7.3.1.6.2 Diplomatic Envoy

You may **Spend** a Diplomacy resource to move the Political Status marker of the selected alien race up 1 space on its War Effort.

You may only take this action if you have an Embassy with the Alien faction.

7.3.1.6.3 Parley

You may **Sacrifice** a Diplomacy resource to move the Political Status marker of an Alien faction up 1 space on its War Effort.

Parley does not require an Embassy.

7.3.1.7 Warp



The Warp resource may be used to bring in powerful Ally Ships, gain access to highly Advanced Technology, or to Fold Space.

7.3.1.7.1 Ally Ship

You may **Sacrifice** a Warp resource to place 1 Ally Ship on Sol. Ally Ships behave just like Flagships but have .

7.3.1.7.2 Advanced Technology

You may **Sacrifice** a Warp resource to randomly select 2 White Advanced Tech counters to place onto Un-researched Tech.

7.3.1.7.3 Fold Space

You may **Sacrifice** a Warp resource to move 1 Flagship or Ally Ship from any named space to another named space that you currently occupy with a Flagship, an Ally Ship, or Base.

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7.3.1.8 War Opportunity

In addition to the previously listed ways of using resources which are always available, if two alien races are at war, you may also **Spend** most resources to end their war (move the Political Status marker to neutral).

To do so, you must have an established Embassy with at least one of the affected races.

While each of the resources will move the Political Status marker back to neutral, they also have unique secondary effects which you can take advantage of.

7.3.1.8.1 Build - Arms Dealing



You may **Spend** a Build resource to move the Political Status marker between two factions back to neutral.

Move the War Effort of 1 alien race to Peace and the other's down 1 space.

7.3.1.8.2 Maneuver - Impartial Arbitration



You may **Spend** a Maneuver resource to Move the Political Status marker between two factions back to neutral.

Retreat the fleets of both affected alien races 1 space away from Sol in their direction of advance.

7.3.1.8.3 Espionage - Falsified Intel



You may **Spend** an Espionage resource to choose 1 alien race; move its relationship (the Political Status marker) with 1 of its neighbors towards War and the relationship with its other neighbor towards Alliance.

7.3.1.8.4 Research - Disarmament



You may **Spend** a Research resource to move the Political Status marker between two factions back to neutral.

Both affected alien races lose the Technology currently in the number **3** space of their Technology track.

7.3.1.8.5 Diplomacy - Peace Talks



You may **Spend** a Diplomacy resource to move the Political Status marker between two factions back to neutral.

Move the War Effort of both affected alien races up 1 space.

7.3.1.8.6 Warp - External Arbitration



You may choose to perform any other War Opportunity action.

7.4. Phase 4: Return

Activation tokens

Return the Federation Activation token and any Alien Faction Activation or Universal Event tokens in the Holding box to the Activation Pool.

8.0 War Effort

War Effort represents the relationship between the Federation and the alien races. This affects several game mechanics, including resolution of the Activation tokens (see “7.1. Alien Event tokens” on page 14).

Please note that if a War Effort change ever requires you to move below TOTAL WAR for any race other than the , immediately perform an Advance for that race.

Invalid results are ignored.

8.1. Acts of War

Certain actions are considered acts of war and when performing these actions you must move the War Effort for the affected alien race towards TOTAL WAR. Such acts include:

8.1.1. Settling a Base

Move the War Effort of the affected alien race down by the number of spaces in between Sol and the named space in which the Base was built.

8.1.2. Destroying a Fleet

If an alien fleet is destroyed (see “11.2. Applying Hits” on page 28), move the War Effort of the affected alien race down by 1.

EXCEPTION: The  becomes fearful of the Federation as you destroy their fleets. Move the War Effort of the  up 1 space for each destroyed fleet.

8.1.3. Espionage

If your spy is killed (see “10.0 Contested Effect” on page 27), lower the War Effort of the targeted alien race down 1 space.

8.2. War and Alliance

Alien races also maintain relationships with each other.

8.2.1. War

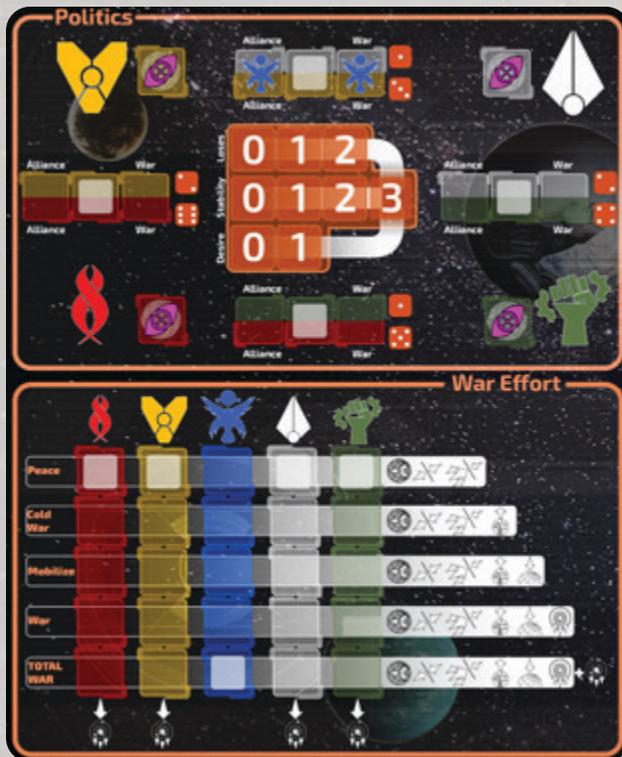
A War may occur between alien races as the result of an Event (see “7.2.1. Random Event” on page 16). When a War occurs:

Move the Political Status marker on the relationship matrix for the alien race and its affected neighbor away from Alliance. If the two races are Allied, they will move to Neutral. And if Neutral, they will move to WAR.

If the position of the Political Status marker now indicates WAR, place a new Political Status marker in the space above the Political Status marker(s) of the affected alien races' War Effort. If there is no space to place a new Political Status marker, place it on the faction's logo. When determining the validity of an Alien factions activation token use the Political Status marker furthest from TOTAL WAR on that race's War Effort track.

Note: In the following example, the 's war with the  causes them to act as if they are in a Cold War rather than Mobilizing. The idea behind this mechanism is to show that the war between these alien races has stretched their resources so thin that they are no longer able to maintain the same level of attention towards the Federation.

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8.2.2. Alliance

An Alliance may occur between the alien races as the result of a Universal Event token. When an Alliance occurs, move the Political Status marker on the relationship matrix for the alien race and its affected neighbor away from War.

While in an Alliance, the affected races share the Techs currently in the number spaces of their Technology tracks.

8.2.3. Alliance Overage

An Alliance Overage occurs when a Universal Event token triggers an Alliance between two alien races already in an Alliance. The effect is determined by the keyword as follows:

Diplomacy - Move the War Effort of both races down 1 space.

Military - Both races make an immediate Advance but ignore the War Effort requirement (see “7.1.1. Advance” on page 14).

Research - Both races gain a Tech as if they had a Tech result Activation token but ignore the War Effort requirement (see “7.1.3. Tech” on page 15).

Mercenaries

If at any time the Cthonians() and Mutants() are at WAR or in an Alliance, the Mercenaries() will find it more difficult to work in the sector and move their War Status one space towards Peace.

9.0 Contested Effect

Some player actions will result in a Contested Effect. When these actions occur, roll 1 and resolve using the following table:

If the die result is:

or : The Resource token remains in place and the alien race does not gain the effect.

or : The Resource token is returned to the Resource Pools and the alien race does not gain effect.

or : The Resource token is returned to the Resource Pools and the alien race gains the effect.

Note: If a Contested Roll results in returning an Espionage resource to its pool, this represents the agent being exposed and killed. Which means it will be seen as an Act of War (see “9.1. Acts of War 10” on page 2)

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10.0 Combat

Combat occurs when any Alien fleets is in the same space as a Flagship, Base, Mine Field, Ally Ship, or Sol either as a result of an Activation token or a player action. All advances for a given Activation token are completed before combat. If this results in multiple combats with the same faction, you may choose to resolve them in any order. If this results in multiple combats with multiple factions, the combats must be resolved in faction order; , , ,  then . To resolve, make a combat roll.

Note: Although some Alien techs can allow their fleets to move multiple spaces in a single advance, because all advances triggered by Activation tokens happen before combat, a single fleet will only trigger combat once no matter how many times it moves during a single Advance.

10.1. Combat Roll

Begin with 5 . Remove  equal to the highest single Combat Value of the alien fleets in the battle. Remove an additional  for every other alien fleet in the same space.

Then add 1  for each  in the same space.

Add 1  for each  in the same space or any adjacent space.

Roll with the resulting number of dice.

The maximum number of  you can roll is 5.

The minimum number of  you must roll is 1.

 *This icon is used if enemy movement into this space will trigger a combat roll, but it does not grant any bonus to the player.*

 *This icon is used if enemy movement into this space will trigger a combat roll. In addition, it also gives the player 1 extra die for the combat roll, and these bonuses can stack.*

 *This icon is used if enemy movement into this space will trigger a combat roll. It also provides 1 extra die for combat, however its bonus die applies to both the combat in the same space as itself and any adjacent space in which a combat is triggered. It cannot trigger combat in an adjacent space. These bonuses can stack.*

10.2. Applying Hits

For each  result of  or higher, after modifiers, apply 1 hit to the alien fleets (see “11.2. Applying Hits” on page 28). For each hit, retreat all alien fleets in the combat 1 space away from the space in which combat took place. All alien fleets retreat in the same direction from which they entered combat.

All hits are applied to each alien fleet involved in combat. If the number of hits exceeds the Combat Value of an alien fleet, then it is destroyed. Move the destroyed alien fleet back to its Spawn Order Track into the leftmost empty space or, if they have the Auto Re-spawn Technology, they re-spawn immediately (see “12.2.9. Auto Re-spawn” on page 31).

If an alien fleet has to retreat but cannot do so (i.e., They are in the highest numbered space of their track) for the purpose of calculating if it is Destroyed they receive +1 hit for each space they can't retreat.

If any alien fleets are destroyed, move the War Effort of that race down by 1 for each destroyed fleet.

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EXCEPTION: Unlike other factions,  become fearful of the Federation as you destroy their fleets. Move the War Effort of the  up 1 space for all fleets destroyed in a single phase.

10.3. Losing a Battle

If you roll no hits, you lose the battle. Move Military Losses up by 1.

If you are unable to move Military Losses up, because it is already at max, then you must move Federation Stability down by 1.

You must, if able, **Spend** or take a step loss to a Federation asset involved in the combat. If you do, push alien fleets involved in combat back 1 space.

Note: An asset is a Flagship, an Ally Ship, a Mine Field, Sol Defense or a Base. When an asset is spent, it is moved back to the Unbuilt Assets on the Resources Mat.

Upgraded assets may take a step loss by flipping to their non-upgraded side instead of being returned to Unbuilt Assets.

11.0 Technology

11.1. Federation

These represent the different technological advantages available to the Federation once the research requirements are fulfilled (See “8.3.1.3 Research” on page 21).

11.1.1. Enhanced Targeting System



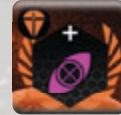
Add 1 to the result of each die in all Combat rolls. For each modified die result of a 7, apply 2 hits (see pg. X)

11.1.2. Missile Swarms



Add 1 additional  to all Combat rolls. You still may not exceed the maximum of 5  for Combat rolls.

11.1.3. Data Disruption Toolkit



Add 1 to the result of each  in all Sabotage Technology attempts (see pg. X).

11.1.4. Real Time Translator



Add 1  to all Espionage Contested roll attempts. Select the die result of your choice for your attempt.

11.1.5. MilSpecOps Engines



Once per turn, you may move 1 Flagship or Ally Ship without **Spending** a .

11.1.6. Warp Gates



Gives access to 2 , 2 Ally Ships, and 4 White Advanced Tech into the game. Place the 2  into the Warp Resource Pool.

Until the Warp Gate Technology is fully researched, if the Warp Base is returned to Unbuilt Assets for any reason, you must stop all Conduct Research attempts on Warp Gate technology until the Warp Base is rebuilt.

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Once the Warp Gate technology is fully researched, place the 2  into the Resource Pools. Place the 2 Ally Ships into Unbuilt Assets, and flip all 4 White Advanced Tech counters face down, blue technology side facing up, in a draw pile next to Technological Advantages.

11.1.7. Warp Bubble



All Flagships and Ally Ships may move 2 times per Move action (see “8.3.1.2.1 Move” on page 21).

11.1.8. Visual Distortion Field



Add 1 to the result of each die in all Combat rolls and Sabotage Technology attempts (see “11.1. Combat Roll” on page 28 and “8.3.1.4.1 Sabotage Technology” on page 22).

11.1.9. Patrol Routes



All spaces with numbers less than or equal to the number of Patrol Routes counters in Technological advantages are considered adjacent. If there are 2 Patrol Routes counters currently placed in Technological Advantages, then all 1 and 2 numbered spaces are considered adjacent when performing a Move action (see “8.3.1.2.1 Move” on page 21).

11.2. Alien Tech

These technologies represent possible advantages available to the alien races. Not all Techs are available to all alien races.

11.2.1. Fast Scouts



Unlocks Fast Scouts for this faction (see “7.2.4. Fast Scouts” on page 17).

11.2.2. Fast Raiders



Unlocks Fast Raiders for this faction (see “6.2.5. Fast Raiders” on page 18).

11.2.3. Raider Protocols



The Scout Fleet of this faction now also obeys all Raider Fleet rules. This means they will move towards occupied worlds and advance during Fast Raider events.

11.2.4. Advanced Defensive Systems



Remove 1 additional  from all Combat rolls against this alien race (see “11.1. Combat Roll” on page 28).

11.2.5. Durability Enhancements



All fleets now require 1 additional hit to destroy (see “11.2. Applying Hits” on page 28).

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11.2.6. Anti-Espionage Protocols



Subtract 1 from the result of each  in all Sabotage Technology attempts against this race. Modified results of 0 have no effect (see “8.3.1.4.1 Sabotage Technology” on page 22).

11.2.7. Forced Pursuit



Your Flagships and Ally Ships must pursue the any defeated alien fleets of this faction that retreat more than one space and are not destroyed.

If able, you must move 1 Flagship or Ally Ship along the retreating path of the alien fleets to the space next to the retreating fleet.

11.2.8. Fast Advance



All fleets of this faction now advance 2 spaces towards Sol when resolving the Advance result of an Activation token (see “7.1.1. Advance” on page 14).

11.2.9. Auto Re-spawn



All fleets of this faction automatically spawn when destroyed. Place any destroyed fleet(s) at the highest numbered space in their territory (see “7.1.2. Spawn” on page 15).

11.2.10. Stolen Mutant Tech



This  tech is a duplicate of whatever tech the  have in the number  space of their Technology track.

11.2.11. Stolen Cthonian Tech

This  tech is a duplicate of whatever tech the  have in the number  space of their Technology track.

11.2.12. Plunder



The  steal a resource from you every time a Combat roll occurs that involves them. You must select 1 resource of your choice to place back into the Resource Pools.

If there are no resources available, none in the 0 row of the Resource Track, the Stored Resources, or currently deployed then you must select 1 resource currently in the Resource Track instead.

If there are no resources available anywhere, then no effect occurs.

11.2.13. Enhanced Tech



This Tech modifies each adjacent tech of this alien race. You must treat each adjacent Tech as if there are 2 copies of it.

Example: one of the adjacent techs is Fast Scout, and Fast Scout comes up on a future dice roll then this factions scouts would advance twice. Once for the Fast Scout, and once for this Tech.

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11.2.14. Doom Fleet



This tech represents a powerful new fleet for this alien race. When this tech is obtained, place the fleet directly onto the highest numbered space in this race's territory.

When the fleet is destroyed, return it to this race's Technology draw pile.

Since you can never roll more than 5  and need 6 hits to destroy this fleet, destroying it is extremely difficult, but not impossible. To do so you need to inflict extra hits by forcing it to retreat past their highest numbered space.

SPACE INFANTRY: FEDERATION

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SPACE INFANTRY FEDERATION

During the Second Contact War, Humanity chased their enemy straight into a hornets nest of hostile alien species. With the human Federation centuries out of date by comparison, the race is one to defend and fortify the 6 federation colonies before these factions can sweep in and take it all away. If they make it to Sol, all will be lost. You'll have the best of Humanity to work with: The Elite Space Infantry, the Colonial Guard and their allies, and a host of technologies and resources to research and deploy as you see fit.

You could be aggressive, welcoming the conflict to come. You could choose to take a more diplomatic approach and potentially avoid conflict with an alien faction all together. Or maybe you can use your network of spies to stoke war between your enemies, tying up their resources so they can't focus on you. There are many viable approaches.

You are opposed by the forces of the Flesh Eaters, Cuthonians, Mercenaries, Mutants, and Cybers. Each will react to your choices and actions, each capable of sending fleets and troops to besiege your colonies and wage war on Sol. Each faction had their own unique abilities to contend with and special powers to use against you.

Can you hold off the Alien factions long enough to fortify the Federation? Will internal political affairs and turmoil cause it to collapse from within? Can Humanity keep up with the race for ever more advanced technology or will it be relegated to a simple backwater, incapable of ever competing on the galactic stage? All of that depends on you. Good Luck Commander!



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