

Space Infantry Example of Play #1

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Introduction

This example of play will focus on the basics mechanism of Space Infantry (SI), notably the node resolution (“how to advance on the map”) and the combat. Advanced rules (mainly the Command section) are not taken in consideration but I normally suggest to start your first game with only the Basic Rules: the Advanced rules should be used only when you’ve got a good understanding of the basic game mechanics.

A SI game session follows this sequence

- Select a Mission
- Select the Team
- Select the Resources
- Start the Operations phase

Mission Selection (3.1)

The mission selection is the first phase of the game: depending on the selected mission and enemies you’re then going to choose your team members and resources.

I’ve decided to play Mission #01: I pick a random enemy sheet and I’ve got the Flesh Eaters.

Team Selection (3.2)

Your Team will always include two type of units: Basic Units, responsible for combat and movement (Advance skill), and Specialists, capable of executing tasks like demolitions, scientific analysis and so on. You start a game with Team 110 points: every unit has a cost associated (with the exception of the Leader)

Basic Units (blue background); I pick my “standard” squad, a good mix of short and long range combat capabilities

- Leader (mandatory, zero points)
- 2xFire Teams (40 Team points)
- Assault Team (20 Team points)
- Close Combat Team (30 points)

For a total of 90 points: I’ve got (110-90) 20 points left, enough for two Specialists (brown background)

Looking at the nodes of Mission #01 I see that the following skills are required

- Demolitions
- Computer
- Repair
- Science
- Security

Considering those mission requirements I choose

- Demolitions (Repair, Demolitions, Security)
- Scientist (Computer, Science, Search)

Here on the right you can see my Team.



Selected Team Members

Resources Selection (3.2)

Resources represent special equipment, intelligence, or support available during the Mission: you normally can choose 8 resources.

The best level of the Security Skill in my team is a 5 (remember, the lower is the better) and two nodes in the Mission will require this skill: I probably need to get some Intelligence resources (at least two) to reduce the time spent on those nodes (Intelligence can be spent to get 2 success levels during the Node resolution)

My selection is then

- Two Intelligence Resources
- Three Grenades
- Three MediKits

I place the Team A counter on the “Start” node and I’m now ready to star my first mission.



Turn #1



Turn 1 – starting position

The turn sequence is the following

- Advance Turn (4.1)
- Perform Actions (4.2)
- End Turn (4.3)

Advance Turn (4.1)

Since this is the first turn I place the Time marker on the box labeled “30”.

Perform Actions (4.2)

The Starting node is connected to a single node (Advance 4) so my objective is clearly is to move on this node.

In game terms, I’ve got to attempt to resolve a new node [[4.2.A]]

Before moving to a node I must complete the Node requirements [[Node Resolution 4.2.A.1]], always expressed as a Skill Name and a number: Advance (4) in this case. This means that my team will have to reach 4 success levels for the Advance skill to be able to move on the node: every Basic Unit has the Advance Skill so I activate my Leader and the four Basic units; I pick a RN for every unit and I place it on the unit card as a reminder: this is the result

- Leader: 4
- Fire Team A: 2
- Fire Team B: 5
- C/C Unit: 3
- Assault Team: 0

The RN placed on a Unit determines the Action Points (AP) the unit has for this turn. To determine the number of Success Levels (SL), divide the AP value by the unit’s Skill Level, discarding any remainder. Since I need to get 4 Advance Success Levels I will consider the Advance Skill for all the units, with the exception of the Leader that will use its Command Skill.

In our case [[Success Level Determination 4.2.A.2]]:

- Team Leader: 4 AP/4 (Command) => 1 Success Level
- C/C Unit: 3 AP/3 (Advance) => 1 Success Level
- Assault Team: 0 AP/3 (Advance) => 0 Success Levels
- Fire Team A: 2 AP/3 (Advance) => 0 Success Level s
- Fire Team B: 5 AP/3 (Advance) => 1 Success Level



Turn 1 – Unit Activation

The Team Accumulated 3 Advance Success Levels so far, in theory not enough to proceed on the node: but the Leader gained one SL gained with its Command Skill, also called a Command Point (CP); CP can be used to increase the AP of a single Skill Check, with the exception of skills marked with an asterisk, and hence I decide to use this CP to add 1 AP to Fire Team A

- Team Leader: 4 AP/4 (Command) => 1 Success Level => 1 CP
- Fire Team A: 2 AP + 1 CP (from Leader)=3 AP
3 AP/3 (Advance) => 1 Success Level

The Team then accumulated four SL for the Advance Skill, and hence completed the requirements of the node: I can move the Team marker on the new location.



Turn 1 – Move to the new node

Event Check (4.2.A.3)

The final step is to check for any possible event: every node has an Event String associated in the bottom of the Node, 1/A in this case – it’s a Standard Encounter in the format <range>/<class of the Encounter>.

I pick a RN and verify if it's in the range (1 in our case): the RN is 4, that's outside the range, and hence no event happens.

This ends Turn 1

Turn #2



Turn 2 – starting position

Advance Turn (4.1)

I move the Time marker on the box labeled "29".

Perform Actions (4.2)

From the actual position I can attempt to move to Building #1 (Advance 2 Node) or to Building #2 (Security #3 Node): I decide to move toward the Security 3 Node.

The only unit with the Security Skill is the Demolitions Specialist: since the Security skill is marked with an asterisk (Security*) you cannot spend CP to influence this attempt.

I activate the Demolitions Specialist (place a RN):

- Demolitions Spec.: 4

This gives

- Demolitions Spec.: 4 AP / 5 (Security*) => 0 Success Levels

I decide to spend my first Intelligence Resource here to get 2 SL: I place the "2" SL marker on the node as a reminder. I will need only 1 SL on a successive turn to complete this Node requirements.



Turn 2 – 2 SL accumulated

Event Check (4.2.A.3)

Even if I didn't move I've got to check for a possible Event and this time the RN is 1: since the current Event String is 1/A this triggers a new Encounter!

Encounter

To determine the composition of the enemy forces, I must now pick a RN and use the Enemy Presence Table on the Flesh Eaters Sheet to cross-reference the number in the column with the encounter class (A in our case).

The RN is 3: consulting the Enemy Presence Table I got the "2xSoldier" result.

ENEMY PRESENCE TABLE		Rnd #
Table A	Table B	
1xSoldier	1xTank	0
2xSoldier	2xSoldier	1
2xSoldier	2xSoldier	2
2xSoldier	3xSoldier	3
3xSoldier	1xTank	4
3xSoldier	1xTank	5
4xSoldier	1xTank	6
3xSoldier, 1xTank	4xSoldier, 2xTank	7+

I place two Multi-purpose counter on the Enemy Sheet in the "Soldier" row as a reminder that there are two active enemies.



Turn 2 – two Soldiers have been encountered

The symbol \blacklozenge on the "Soldier" box is a reminder of a special feature of the Soldier unit: in this case is the **Swarm**

feature (-2 Action Points modifier to any Fire attack against the enemy unit).

Combat Phase

The first step in each combat round is the determination of the range (melee or fire): since this is the first combat round I will check the "Set" column

RANGE TABLE			
Rnd#	Set	M	F
1-	F	F	F
2	F	M	F
3-4	M	M	M
5+	M	M	M

The RN gives a 2: we then start the fight at Fire Range.

Action Point Allocation (5.2): I now place a RN on the Basic Units (Special Units cannot be included in the fight since there are too few enemies) with the following results

- Leader: 6
- Fire Team A: 5
- Fire Team B: 3
- C/C Unit: 4
- Assault Team: 5

To determine the Success Levels I have to take in consideration the Swarm ability of the enemies:

- Leader: 6AP/4 (Command) => 1SL (CP)
- Fire Team A: 5AP-2AP (swarm)=3/3 (Fire) = 1SL
- Fire Team B: 3AP-2AP (swarm)=1/3 (Fire) = 0SL
- C/C Unit: 4AP-2AP (swarm)=2/4 (Fire) = 0SL
- Assault Team: 5AP-2AP (swarm)=3/4 (Fire) = 0SL

I decide to use the leader's CP to help the Assault Team:

- Assault Team: 5AP-2AP (swarm)+1AP (Command) =4/4 (Fire) = 1SL

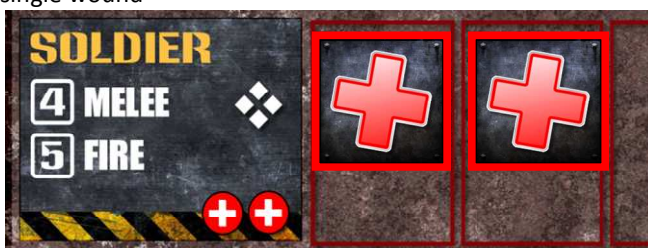
My team only got 2SL.

Enemy attack: I place a RN on both enemies with the following result:

- Enemy #1: 4 AP/5 (Fire) => 0SL
- Enemy #2: 6 AP/5 (Fire) => 1SL

Attack Resolution (5.3)

Every SL gained represents a potential wound: I allocate one wound per enemy (only half the total wounds can be allocated to a single enemy): both enemies are left with a single wound



I allocate the enemy SL to the C/C Unit hoping that the Armor will block the wound: I need a 4+ to stop the hit but the RN I pick is a 2 so the armor was ineffective. I decide to spend one MediKit resource to negate the wound.

Second combat round

We are in Fire range so I check for the range under the "F" column in the Range table: the RN is 4 and hence we're now in Melee range. The enemy "Soldier" units is more effective at this distance (Melee 4) but my team doesn't suffer the "Swarm" Effects any more.

Action Point Allocation: I pick a new set of random chits with the following results

- Leader: 3 => 0SL
- Fire Team A: 3 => 0SL (Melee 4)
- Fire Team B: 1 => 0SL (Melee 4)
- C/C Unit: 6 => 2SL (Melee 3)
- Assault Team: 4 => 1SL (Melee 3)

I got 3SL, enough to kill both enemies (both with one wound remaining).

The Enemy Activation gives the following results

- Enemy #1: 4 AP => 1SL (Melee 4)
- Enemy #2: 7 AP (+ 3 4) => 1SL (Melee 4)

Again, I allocate the first enemy SL to the C/C Unit: this time I pick a 5 for the Armor check, and the armor negates the hit. I spend a second MediKit resource to negate the second wound. This ends the Combat Segment.

As final action for Turn #2 I then place a multi-purpose counter on the current node as a reminder that an Event occurred here: unless specified otherwise an event can only be triggered once on a node.