

# SPACE INFANTRY



A SOLITAIRE GAME  
OF SQUAD-LEVEL  
COMBAT IN THE  
FUTURE

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## OVERVIEW

**Space Infantry** is a solitaire game of squad-level combat in the future. In **Space Infantry**, you control a Squad of 8–12 soldiers on a series of missions that can be played individually or as a campaign. For an experienced player, each mission takes about 20 minutes to complete.

Living Rules ver 1.0.2 (03/10/2011); in red last changes.

## 1 GAME COMPONENTS

- This Rulebook
- 4 Mission Maps (double-sided)
- 12 Hive Sector Tiles
- 18 Unit Cards
- 4 Enemy Sheets/Time Tracks (double-sided)
- 2 Squad Rosters
- 2 Campaign Logs
- 158 Die-cut Counters

## 2 KEY ELEMENTS AND CONCEPTS

### 2.1 NODES

The **MISSION MAP** is where you track the location of your **SQUAD**. The map is composed of a set of linked **NODES**. A Node represents a specific location, an area of interest on the map. Your Squad travels through Nodes to complete **MISSION OBJECTIVES**.

A standard Node is made up of three items:

1. Node Requirement
  - a. Skill Name
  - b. Success Levels
2. Picture
3. Event String



The **NODE REQUIREMENT** defines the skill that is used to resolve the Node and the success level that is required to advance.

**Note:** Each starting Node is labeled “Start.”

Example: The Node Requirement Climb 2 means that you need to activate a Unit with the Climb skill and accumulate two success levels.

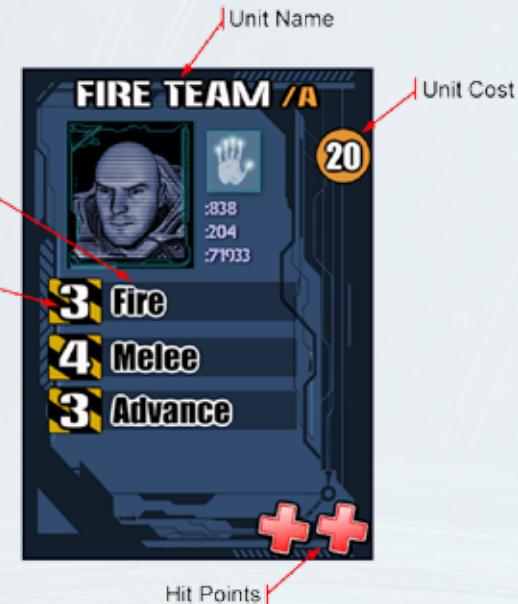
The **PICTURE** is a visual representation of the Node.

The **EVENT STRING** describes the Events that can possibly occur while your Squad is located on the Node. The most common Event is an Enemy encounter, although some Nodes contain special events (see section 2.4).

Some missions contain **SPECIAL NODES**. Special Nodes are indicated by a question mark “?” on the mission map and the mission briefing describes how they are used (see sections 2.5.A and 9.2.A).

### 2.2 UNITS AND ENEMIES

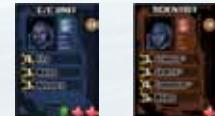
**UNITS** are described by the following attributes:



- Unit Name
- Unit Cost (used during the Squad Selection phase)
- Skill Name (the different skills that a Unit possesses)
- Skill Level (a Unit's proficiency at that skill)
- Hit Points (the max wounds that a Unit can sustain)

There are two types of Units:

- Basic Units (blue)
- Specialist Units (brown)

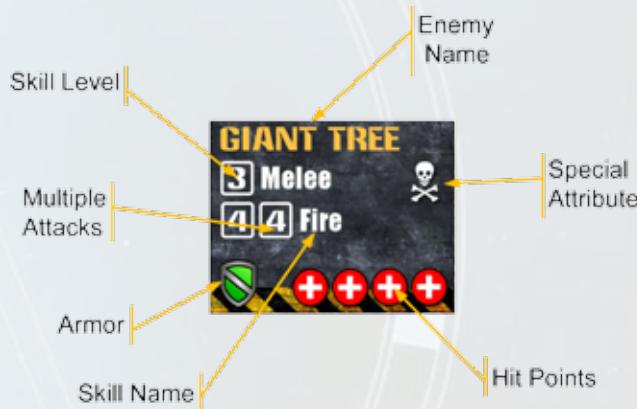


**BASIC UNITS** perform the core combat and movement capabilities of your Squad, while Specialist Units add some specific skills (like Demolitions or Computers). **SPECIALIST UNITS** have some limitations during combat: they can only participate in combat if there are **more than three Enemies** or **fewer than three Basic Units**.

Basic Units are classified as one of two ranks: **REGULAR** or **VETERAN**. The Unit's Regular-level stats are on one side of the card, while the Veteran-level stats are on the other side. Veteran Units receive a bonus to their most proficient skill and, for this reason, have a higher Unit cost. You can choose to use the Regular or Veteran version of a Unit, but the Veteran version will normally cost more Squad Points (if you promote a Regular Unit to Veteran you will pay the unit's Regular cost).

**ENEMIES** are described by the following attributes:

- Enemy Name
- Special Attribute (explained on the Enemy sheet)
- Hit Points (the max wounds that an Enemy can sustain)
- Skill Name (the different skills that an Enemy possesses)
- Armor (the number of hits that an Enemy can ignore)
- Multiple Attacks (Enemies with more than one skill level)
- Skill Level (an Enemy's proficiency at that skill)



## 2.2.A Skills

Each Unit and Enemy possesses several **SKILLS**, and each skill is associated with a **SKILL LEVEL** (a number between "2" and "6"; lower skill levels are better). Some Units and Enemies have more than one skill level for the same skill. If a Unit or an Enemy has more than one skill level, then it is able to execute multiple attacks.

## 2.3 RANDOM NUMBER GENERATION

Put all the number counters and the "+" counter, for a total of 20 counters, in an opaque container like a cup or bag. To generate a **RANDOM NUMBER** (hereafter "RN"), draw one of the counters from the pool and use the shown value. If you draw the "+" counter, draw two additional counters and add the values. After drawing all the RNs you need and resolving the current step, place all drawn RNs back into the container to reset the number distribution.

## 2.4 EVENTS

All Nodes contain an Event string (hereafter "string"). Once on a Node, the Squad must use the string to check if

an Event occurs.

Strings are formatted as [**<scope>/<class>**]. **SCOPE** is determined by a RN counter that may trigger the Event. The **CLASS** represents the type of Event that can occur and its level of difficulty. The class is occasionally a name (e.g. "Toxins" or "Pits") but more often it is a letter that represents the Enemy's presence in the area. For example, an "A" represents a casual encounter, while a "C" represents a Hive/Enemy camp (see section 4.2.A.3 for more details).

*Example: The string [6/A] means that with a result of "6," a class "A" Event will occur. The string [4+/B] means that with a result of "4," "5," or "6" (or possibly more), a class "B" Event will occur.*

### 2.4.A Types of Event Strings

**Standard Event:** <scope>/A-C

**Special Event:** <scope>/S

**Mission-specific Event:** (E) <scope>/<event name>

*Example: Mission S004 contains a mission-specific Event with the string [(E) 5+/Frostbite]. On a result of "5+," check the mission briefing to understand how to handle the "Frostbite" Event.*

### 2.4.B Scope

The scope of a string displays what RNs will trigger the Event when drawn. Scopes are specified as follows:

**X:** the Event is triggered if the RN is equal to value X (Example: 6).

**X+:** the Event is triggered if the RN is equal to or greater than the value X (Example: 2+).

**X-:** the Event is triggered if the RN is equal to or less than the value (Example: 1-).

**X-Y:** the Event is triggered if the RN is equal to or greater than the value X and equal to or less than the value Y (Example: 1-2).

**Auto:** the Event is always triggered (it's still a one-time occurrence).

Events are unique, one-time occurrences; so if your Squad is located on a Node where an Event already occurred, do not resolve the Node again. Also, if your Squad is still on a Node where an Event did not occur, you must check every turn.

Events always occur in the current Node. This means that if you weren't able to complete the Node Requirements, you have to check using the string of the Node where you are still located. Once you complete the Node Requirements, you move to the new Node and will then execute the check using the string of the new Node.

## 2.5 COUNTER DESCRIPTIONS

	Wound/Healed Wound Counters
	Combat Range Counter
	“-1 AP” Modifier Counter
	Resource Counter
	Multi-Purpose Counter
	+X Success Level Counter
	Upgraded Skill Level/ Armor Counter
	Time Marker
	Success Level Counter
	CP Counter
	Event Counter
	Ammo Counter
	Low Ammo Counter
	Talent Counter
	RN Counter

	Squad Counter
	Alert Level Counter
	Special Node

### 2.5.A Special Node Counters

Some missions require you to place Special Node counters on the map on the Nodes marked with a “?” symbol. “Special Node” counters are double-sided with a common front image. The reverse side contains a letter. The mission briefing will specify which counters must be placed and what effect the corresponding letter will have.

Place the Special Node counters on the map so that the front image is visible. Until you move to that Node, treat it as a normal Node with a Node Requirement of “Advance 3.” Once you move to the Node, flip the counter to reveal which letter is on the other side.

## 3 GAME PROCEDURE

The game proceeds as follows:

1. Mission Selection
2. Squad Selection
3. Resource Selection
4. Operations Phase
5. Mission Debriefing

### 3.1 MISSION SELECTION

Simply select one of the available missions; the **MISSION BRIEFING** explains the mission’s objectives and any special rules that apply during this mission. Mission maps are all **SURFACE MISSIONS**.

Select one random Enemy sheet, which details the Enemy forces you will face during this mission.

**Note:** If you are playing a Campaign, make sure you play the next mission in order as shown on the Campaign Log.



## 3.2 SQUAD SELECTION

Depending on which mission you select and the expected Enemy forces, you must assemble a Squad that is prepared to successfully complete the mission. You have a budget of 110 points to create your Squad. The Squad Leader is the only mandatory Unit and costs nothing. The mission sheet may include some recommended Units. You can select any combination of Basic Units and Specialist Units, provided that the sum of all Units does not exceed 110 Squad Points. Veteran Units are marked with an orange shield icon. **You can choose to use the Regular or Veteran version of a Unit, but the Veteran version will cost more Squad Points.**



(**Exception:** the Medic can only be selected when using the Advanced Rules; see section 9).

Place the selected Unit cards near the mission sheet. Once you've selected your Squad, mark the position of your Units on the map using the "Squad A" counter.

## 3.3 RESOURCE SELECTION

Based on the selected mission and on your Squad's capabilities, you can now select up to eight Resources (see section 6). Put the selected Resource counters in the "Resource" area of the Turn Track Sheet. You are limited to the types of counters in the counter mix.

## 3.4 OPERATIONS PHASE

During the Operations Phase, you will activate your Units to advance on the mission map. To move to an unexplored Node, you must satisfy its requirements. After activating your Squad, check for an Event on the Node. This phase will continue until the mission is concluded (the objectives have been met), **failed** (you reach the last box of the Turn Track) or **aborted**. The Operations Phase is described in more detail in section 4.

## 3.5 MISSION DEBRIEFING

Allocate Experience Points (XP) to the Units that survived the mission. Spend XP to increase a Unit's attributes (see section 7).

## 4 OPERATIONS PHASE

Repeat the following sequence of steps until the Mission is completed (the objectives have been met), **failed** (you reach the last box of the Turn Track) or **aborted**:

1. Advance Turn (4.1)
2. Node Resolution (4.2)
3. End Turn (4.3)

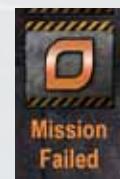


## 4.1 ADVANCE TURN

Move the Time Marker to the next lower number on the Turn Track.



**Note:** On the first turn during this step, place the Time Marker on the box labeled "30" on the Turn Track, unless otherwise specified in the mission briefing.



If the Time Marker reaches the box labeled "0," then the mission ends in failure.

## 4.2 NODE RESOLUTION

Follow this sequence:

1. Generate Command Points (Advanced Rules only, see section 11.2.A)
2. Choose one of the following options:
  - Attempt to Resolve a New Node (4.2.A)
  - Stay in the Current Node (also 4.2.A)
  - Move to a Previously Explored Node (4.2.B)

### 4.2.A Attempt to Resolve a New Node (also Stay in the Current Node)

Follow this sequence:

1. Activate Units (4.2.A.1)
2. Skill Check (4.2.A.2)
3. Event Check (4.2.A.3)

#### 4.2.A.1 Activate Units

Units are activated in order to participate in Node resolution. Place one RN per skill level (*i.e. the occurrence of a particular skill and its level*) on each Unit that you want to activate. To do this, place one counter on per skill level on each Unit. This RN represents the **ACTION POINTS** (hereafter "AP") available this turn for that Unit.

*Example: The Sniper has two skill levels for his Fire skill. To activate this Unit during a Fire skill check, place two RNs on its card. Notice that the Sniper card shows two different skill levels listed next to the Fire skill ("3" and "4"), so it is very important to distinguish which RN was drawn first (to check against skill level "3") and which was drawn second ( to check against skill level "4").*

*Game Note. The most commonly activated skill is the one needed to complete the Node requirements: in addition, the Leader will probably be activated on its Command Skill while the Medic could try to use its Treatment skill.*

#### 4.2.A.2 Skill Check

When you put a RN on a Unit, that number determines

how many AP the Unit has this turn. A skill check determines the number of success levels that the Unit achieved with his skill. To perform a skill check, **divide the AP value by the Unit's skill level** and ignore any remainder. Add the total success levels gained for each skill level.

*Example: Fire Team A and Fire Team B, both with an Advance skill of "3," are activated. Two RN are drawn, giving a result of "4" AP and "6" AP. Success levels gained:  $4 \div 3 = 1$  for Team A,  $6 \div 3 = 2$  for Team B, for a total of three success levels with the Advance skill.*

If the accumulated success levels are greater than or equal to the Node Requirements, **move your Squad to the new Node by moving your Squad marker to that position on the map, plus mark the newly Explored Node with a Multi-purpose counter**; otherwise, mark the accumulated success levels on the targeted Node with success level counters (the ones with green numbers).

#### 4.2.A.2.1 Unskilled Check

If the Node Requirements refer to a skill that is not available (i.e., no Unit in the Squad possesses such a skill), you can try to gain 1 success level with a result of "6+" (Advanced Game only). You cannot use Command Points to modify the RN of an unskilled check. You can spend Intelligence Resources on unskilled checks. Only a single unskilled check can be made per turn.

#### 4.2.A.2.2 The Command Skill

The Squad Leader has excellent leadership skills that contribute to his Squad's success. A success level for the *Command Skill* is called a Command Point (CP).

You may perform a *Command skill* check to generate CP at three points during a turn:

- Once during the Node resolution phase
- In the Combat Range Determination Phase (Basic Game only)
- Once during each Combat Round

CP can be used to:

- Influence any Unit's skill check (see below) during the Node resolution and during combat.
- Modify the RN during the "Combat Range" step (see 5.1).
- Give Orders to the Squad (Advanced Game only: see 11.2).
- Aborting a mission (see 4.3.A)

The most common use of a CP is to increase the AP of a single skill check that another Unit is attempting. Exception: The Squad Leader cannot use his *Command skill* to influence skills that are marked with an asterisk on Unit cards.

*Example: A Squad Leader with a Command skill of "3" is activated. A RN is drawn, giving a result of "5 AP." Success levels gained:  $5 \div 3 = 1$ . The Squad Leader may use this 1 success level to increase the total AP of another Unit's skill check during this turn. One of the Fire Teams (with a Fire skill of "3") was activated this turn. A RN is drawn, giving a result of "2 AP." Success levels gained:  $2 \div 3 = 0$ . Using the Squad Leader's previous success level to add 1 to the Fire Team's AP, the success levels gained become:  $2$  (Fire Team's AP) + 1 (Squad Leader's Command success level)  $\div 3$  (skill value) = 1.*

Generated CP are tracked by placing a number of CP counters on the Squad Leader's Card. CP can be freely used on your Units: as an example you can use all the CP on a single Unit. Unused CP are always lost when the current phase/combat round ends: you cannot accumulate CP. Since CP are generated as Success Levels for the Command skill, if you activate a Leader for any other Skill (Communication or Intelligence), you cannot generate CP.

#### 4.2.A.2.3 Multiple skill levels

When dealing with Units/Enemies with multiple skill levels, you can freely divide CP and positive or negative AP modifiers among the skills. As an example: a Shotgunner with a StymoPack bonus (+2AP) can have the AP associated to one (2AP) or both skill levels (1AP each). Similarly, one CP can be used to increase one of the skill checks (not both); and again, the +1AP for a Veteran Sniper Unit can be applied to only one of the skill checks.

#### 4.2.A.3 Event Check

When your Squad is located on a Node where an Event has not yet occurred, you must check for an Event. If an Event already occurred in the current Node, skip this phase. Remember, **Events can only be triggered once on each node**. Event markers are placed on the Nodes as a reminder of such an occurrence.

To perform an Event check, draw a RN. If the RN is in the string's scope, an Event occurs; otherwise the turn is over.

When an Event occurs, determine the type of Event that occurs based on its class. Possible event types are:

**Standard Event (class A-C):** determine the enemy forces (see below) and start a combat round (see section 5).

**Special Event (class S):** a combat round is started against a special adversary, described on the mission sheet. Consult the mission briefing to see the stats and abilities of special, mission-specific Enemies and then start a combat round (see section 5).

**Mission-specific Event (class E):** see the mission briefing to resolve the Event.

To determine the composition of the Enemy forces for a standard Event (event class A-C), draw a RN. Use

the Enemy Presence Table on the Enemy sheet to cross-reference the number in the column with the class.

*Example: You are in combat with Flesh Eaters and the current Node contains the string [5+/A], a common string. You draw a RN: "6." Since "6" is within the scope of this event (5+), an Event occurs. Place an "Event" marker on the Node as a reminder. To determine the Enemy force composition, you draw another RN: "4." This is a class "A" Event, so you cross-reference the "Class A" column with the "4" row. According to the Flesh Eater Enemy sheet, you will be facing three Scouts in combat.*

If there is a number after the class, use this value to modify the roll for determining the Enemy forces.

*Example: You are in combat with Cybers and the current Node contains the string [1-2/C(-1)]. You draw a RN: "1." Since "1" is within the scope of this Event (1-2), an Event occurs. To determine the Enemy force composition, you draw another RN: "4." This value is modified using the (-1) value shown after the class, so you get a 4 - 1 = 3; this is a class "C" Event, so you cross-reference the "Class C" column with the "3" row. According to the Cybers Enemy sheet, you will be facing three Drones and one Behemoth in combat.*

Place an Event marker if Event occurs as a reminder.

## 4.2.B Move to a Previously Explored Node

If you want to move your Squad to a previously explored Node, draw a RN:

**On a result of 0:** A class "A" Event occurs (**regardless of the presence of an Event marker In the Node**). Resolve the Event normally.

**On a result of 1-5:** The Squad proceeds directly to the Node without any hostile Event.

**On a result of 6+:** The move is very easy (you are using a shortcut or the area is strongly secured). Move the time marker to the previous space of the Turn Track.

Regardless of the result, move your Squad to the explored Node and mark your new position on the map. **When you move to an Explored Node there is not an Event Check Phase (4.2.A.3)** and hence you don't place an Event marker on a result of '0' nor you take in consideration any Event marker already present in the Node.

## 4.3 END TURN

If your Squad is located on a Node that includes a Resource cache, you can now check for the number of Resources available (see section 6.3).

## 4.3.A Aborting a Mission

You can voluntarily abort a mission when the Squad counter

is on an outdoor Node (i.e., not a Node inside a cave or a building). You must spend 1 CP to call the dropship for an emergency evacuation.

You can abort a Hive mission (see 9.0) only if your Squad is located in the Entry Point sector.

If you abort a mission, the current game ends immediately; remove all counters from the mission map and proceed to Mission Debriefing (see section 7). During a Campaign, aborted missions can be reattempted (see section 10.5.A).

*Note: A voluntary aborting usually occurs when you realize that the current mission cannot be completed and you want to preserve your Squad.*

# 5 COMBAT ROUND

During combat you must repeat the following sequence, known as a **COMBAT ROUND**, until the Enemy is eliminated or your Squad is defeated:

1. Determine CP (Advanced Rules only, see section 11.2.A)
2. Combat Range Determination
3. Action Point Allocation
4. Attack Resolution

## 5.1 COMBAT RANGE DETERMINATION

During combat, Units and Enemies move on the terrain, trying to get the best location to attack. The overall result of this tactical movement is determined by a RN on the Range Table of the Enemy Sheet. "Melee" distance represents a short-range combat, while "Fire" distance represents long-range combat.

The first step is to determine the combat range. Draw a RN and consult the Range Table on the Enemy Sheet, using the column that corresponds to the current range. If this is the first combat turn, use the special column "Set" to determine the range. The possible results are Melee ("M") or Fire ("F"). Place the Combat Range counter on the Enemy sheet with the correct range showing faceup. If combat range changes, flip the counter to show what the current combat range is.

The RN can be modified by some Enemies' special attributes, or it can also be modified by your Squad Leader's *Command* ability. (Allocate AP to the Squad Leader as normal and the success levels you gain can be used as a **positive or negative modifier** to the RN you drew to determine the range).

*Note: In the Basic Game you can freely generate CP during this phase; when playing with the Advanced Rules you can only use CP generated at the beginning of the combat round.*

## 5.2 ACTION POINT ALLOCATION

After determining the range, you must allocate AP to every Unit involved in the combat. Draw a RN and place one on every Basic Unit. Specialist Units can only participate in combat if there are:

1. More than three Enemies
2. Less than three Basic Units (excluding Squad Leader)

For Units with multiple skill levels, draw one RN for each skill. Draw a RN for every Enemy who is still alive. Place each RN inside the box of the Enemy Unit type. Some Enemies have multiple attacks available (multiple skill levels for the *Melee* or *Fire* skills). In this case, draw a RN for each attack that an Enemy can make.

*Example: A Sniper has Fire skill levels of “3” and “4.” When activated in Fire combat, you draw two RNs and apply the first RN to the “3” and the second RN to the “4.”*

## 5.3 ATTACK RESOLUTION

Unless specified otherwise, attack resolution is simultaneous. (**Exception:** Ambush, see section 5.4.) Every Unit involved in the combat will use the *Melee* or *Fire* skill, depending on the current combat range (check the Combat Range counter to see what the current range is). Similar to an Event check, determine the number of success levels gained by the *Melee* or *Fire* skill, considering any special attack for the current Unit. Every success level that is gained represents a potential wound inflicted on an Enemy. Assign wounds as follows:

**Enemy Wounds:** all wounds must be allocated; when possible, assign a max of half the total number of wounds to a single Enemy, rounded down; all other wounds must be assigned as equally as possible among the other Enemies.

**Friendly Wounds:** Freely assign wounds among your Units; you can only assign to a Unit a number of wounds equal or less to the Unit’s Hit Points.

For each hit scored, place a wound counter on the Unit’s card or in the Enemy’s box. If the number of wound markers is equal to or greater than the Hit Points of the Unit or Enemy, that Unit or Enemy is destroyed and removed from combat.

*Example: Combat range is Fire, and you activate a Sniper with Fire Skill Levels of “3” and “4.” The Sniper draws two RNs during the AP allocation phase, getting “2” and “5” AP. The first attack causes no damage ( $2 \div 3 = 0$ ), while the second attack causes one wound ( $5 \div 4 = 1$ ).*

**Wound allocation examples:** Three wounds against a single Enemy must be allocated against this single Enemy. Three wounds against two Enemies: you must allocate one wound to an Enemy and two wounds to the other (your choice). Three wounds against three Enemies: you must allocate one wound to each Enemy.

Some enemies/weapons are capable of inflicting more than one wound with a single Success: allocate all the wounds using the above rules.

## 5.3.A ARMOR



Some Units and Enemies are equipped with **ARMOR**. Armor icons (green shields) are on their card or in their box to represent special physical defenses or targeting difficulty (i.e., speed, camouflage, invisibility). After assigning wounds, draw a RN for every Unit or Enemy equipped with armor. On a result of “4+,” the wound is absorbed by the armor, and thus ignored. An armored Unit or Enemy can use its armor to cancel the number of wounds equal to the number of armor icons; **every Armor icon can be used to negate one wound, and one wound can be affected by a single Armor icon.** Units who carry **ARMOR-PIERCING WEAPONS** (orange arrow on a gray shield) are not affected by armor, so any hits caused by armor-piercing weapons are not canceled because of armor.

*Example: An Alien Queen with two armor icons suffers three wounds. Because only a maximum of two wounds can be ignored, one wound is automatically inflicted. Draw an RN for each of the two remaining wounds (corresponding to the two armor icons). The results are “5” and “2,” so one wound is ignored ( $5 \geq 4$ ) and one additional wound is inflicted on the Queen ( $2 < 4$ ).*

**The general rule is assign wounds first; then apply armor.**

*Game Note: since you first determine the number of wounds (success levels) and then allocate them to the targets, you can use the green wound counters to discriminate wounds generated by ARMOR-PIERCING WEAPONS; this will help you identifying which wounds can be canceled by the armor (red counter) and those that cannot be blocked (green counters). Always place a red counter on the target.*

Armor can be used to stop wounds, not avoiding enemy successes; some enemies are capable of causing two or more wounds with a single success: even in this case, one armor icon can be used to cancel one single wound.

## 5.4 AMBUSH

If one side has gained the **AMBUSH** tactical advantage, then that side resolves its attacks **before** the opposing side can resolve its attacks **during the first round of combat only**. Any Units or Enemies who are ambushed and sustain fatal damage are eliminated immediately and do not fight back (i.e., only the surviving Units and Enemies are able to fight back). Spend one Intelligence to gain Ambush (see below).

## 6 RESOURCES

**RESOURCES** represent special equipment, intelligence, or support available during the mission. Resources are selected before a new mission and are spent throughout the mission. Some Nodes allow you to collect additional Resources during the game. Unless noted otherwise, a Squad can carry up to eight Resources. Put the corresponding counters in the “Resource” area of the Turn Track Sheet (see section 3.3).

Resources can be spent at any moment in the game. For example, a MediKit can immediately cancel one fatal wound.

### 6.1 RESOURCE DESCRIPTION

The following Resource types are available:

**Grenade [G]:** During a round of combat at Melee range, you can spend one Grenade to inflict additional wounds on the Enemy. Draw a RN to determine how many additional wounds you inflict on the Enemy group. The hits caused by a Grenade can be freely distributed using the standard rules (see section 5.3). Grenades are not classified as armor-piercing.

**MediKit [M]:** You can spend one MediKit to cancel one wound that was assigned to a Unit (even a fatal wound). MediKits cannot cancel wounds assigned to a vehicle.

**Intelligence [I]:** You can spend one Intelligence during the Node Resolution phase to gain two automatic success levels, regardless of the standard skill check. Alternatively, during the first round of combat only and before determining the range, you can spend one Intelligence to gain an Ambush tactical advantage (see section 5.4).

**StymoPack [SP]:** At any time during combat, you can spend one StymoPack to increase a Unit’s Melee skill. When you spend a StymoPack, the target Unit gains “+2 AP” in Melee for the rest of this combat (place the “StymoPack” counter on the Unit as a reminder); also, every success level gained by this Unit while engaged in Melee combat causes two wounds.

**Smoke Grenade [SG]:** You can spend one Smoke Grenade to modify the RN to determine the combat range by either “+2” or “-2,” whichever is more beneficial. All attacks that are made from Fire range, by both Units and Enemies, apply a “-2 AP” modifier. At the end of each combat round, draw a RN. The smoke dissipates on a result of “6+.”

**Demo Charge [D]:** You can spend one Demo Charge to pass a “Demolition” Node Requirement. A Demo Charge can only be spent by an Engineer, a Technician, or a Demolition specialist at a Node with “Demolition” Node Requirements. When you spend a Demo Charge, draw a RN. On a result of “2+,” the Demo Charge explodes

and successfully completes the Node Requirements (i.e., you can move your Squad to the target Node). Demo Charges cannot be spent during the same turn that an attempt is being made to resolve a Node with the standard *Demolition* skill.

**Light [L] (Hive Missions Only):** You can spend one Light to use this powerful light, which cancels the negative effects of a pitch-black sector (see section 9.5.C).

**Ammo [A] (Advanced Rules Only):** You can spend one Ammo to increase your Ammo level by four points, up to a max of ten. You may select no more than two Ammo Resources per mission (see section 11.1).

### 6.2 INITIAL RESOURCE SELECTION

Squads can carry up to eight Resources at the start of each mission. You are allowed to carry any combination of the available Resources, but you are limited to the counter mix.

### 6.3 RESOURCE CACHES

Some Nodes include a special icon to mark the presence of a **RESOURCE CACHE**. Resource caches represent locations where you can gain more Resources (i.e., ammunition crates, useful files on a computer, etc.) up to a maximum of eight. The letter in the icon defines the type of Resource that is available at the cache; **exception: in the (G) resource caches you can find G, SG and A resources (the RN defines the total amount of resources available but you can pick any mix you want)**. After the Operations phase, if your Squad is located on a Node that includes a Resource cache, draw one RN and apply a “-1” modifier to the result. The result is the amount of Resources that are found at this Node. Remember, you may only gain the type of Resources that are available at that particular Node, which is identified by the letter in the icon. Update your Resource quantity on the Turn Track. Keep in mind that you can discard any Resources that you own in order to make room for new Resources. Each Resource cache can only be used once. Mark the Resource cache icon with a “Multi-purpose” counter to show that it has been depleted.

*Example: The Squad is at a Node that contains a [G] Resource cache (Grenades). After the Operations phase, a RN is drawn with a result of “4.” You apply a “-1” modifier to the result, for a total of three additional Grenades ( $4 - 1 = 3$ ). You are already carrying two MediKits and four Demo Charges, but you really think that Grenades will be more useful at this point in the mission. You discard one Demo Charge so that you are able to carry the Grenades (two MediKits + three Demo Charges + three Grenades = eight Resources). The cache is then marked with a “Cross” counter to show that it has been depleted.*



## 7 MISSION DEBRIEFING

If the mission was successfully completed, allocate 3 Experience Points (XP) to every Unit that survived. If the mission was aborted or failed, allocate 1 XP to each Unit. As a special bonus, you may also allocate 1 additional XP to a single Unit of your choice (regardless of the mission's result). Bonus XP that is gained during a mission can be freely distributed among your Units.

XP can be used to increase a Unit's attributes using the following table:

Current Skill Level	Next Skill Level	XP Required
6	5	3
5	4	5
4	3	9
3	2	15

You may also spend 3 XP to promote a Regular Basic Unit to Veteran rank.

In the Campaign Game you can spend 3 XP to purchase a Talent (see 10.2.C).

## 8 VEHICLES

Some missions allow your Squad to bring along an All-Terrain Pilum, the standard vehicle of Space Infantry regiments. The Pilum does not cost any Squad Points. Each Pilum is managed by two Units, a Pilot and a Gunner, whose skills are included on the Pilum's card. On every Node that is marked as an "outdoor" Node on the map, you can choose to consider your Squad as being inside or outside the Pilum.



**Inside the Pilum:** If a Squad is inside the Pilum, its Units may only use Command and Communication skills. Any wounds that are assigned during combat while inside a Pilum is always allocated to the Pilum. Ignore any excess damage if the Pilum is destroyed.

**Outside the Pilum:** If your Squad is outside the Pilum, consider the Pilum as an additional Unit. When assigning wounds while outside the Pilum, no more than half of the wounds may be assigned to the Pilum, rounded down (this is an exception to the standard procedure).

If you are using the Advanced Rules, to embark/disembark from the Pilum during combat, you must spend 1 CP; if you are using the Basic Rules, this maneuver may be performed without using any points or spending any Resources.

Vehicles cannot be repaired during a Mission. In the Campaign game, a Vehicle (unless destroyed on a previous

mission) always starts a mission with no damage.

### 8.1 PILUM SPECIAL RULES

The "+1 Communication" attribute means that every *Communication* skill that is executed while your Squad is inside the Pilum gets "+1 AP" (due to the Pilum's equipment). During the combat round, you can allocate AP to the Gunner skill as per the standard rules. The damage inflicted by the Pilum's machine gun is classified as armor-piercing, so the target Enemy **cannot** use its armor to cancel any wounds that are caused by the Pilum's machine gun. When you move from an inside Node to an outside Node, you can immediately use the Pilum, regardless of the location where the Squad disembarked from the Pilum (the communication about the Squad's new coordinates occurs automatically). This also means that the Event check can be performed while inside the Pilum. If the Pilum is destroyed (immobilized) with Units inside, all Units make an emergency exit from the vehicle and survive the attack. **The Advance skill of the Pilum can only be used on outdoor nodes.**

**You now know all the rules needed to play missions S001–S008. Mission S001 is recommended for beginners, so find the mission map labeled S001 and good luck on your first mission!**

**Before moving on to the Hive, Campaign, and Advanced rule sections, make sure you have a good understanding of the basic rules.**

### Frequently Overlooked Rules

- Events always use the string on the current Node—where the Squad counter is located.
- Resources can be used at any moment in the game, even to cancel a fatal wound.
- Events are unique, one-time occurrences. When an Event occurs, place an Event marker on that Node to remind you.
- You can influence the Combat Round's Range check by using the Squad Leader's *Command* skill.
- A Squad may accumulate success levels at any adjacent Nodes. All success level counters remain on Nodes, even if the Squad moves away or attempts to resolve a different Node.
- The Pilum is only considered part of the Squad on outdoor Nodes (light gray frame; indicated on mission map).
- Unless a mission specifies that there is only one special Enemy (such as the Leviathan in S003), special Enemies are unlimited.
- A mission does not end (in success or failure) until the end of a turn. In other words, when a mission

objective requires the Squad to reach a Node, the Squad must still perform an Event check and survive it in order to proceed to the end of the turn and win the mission.

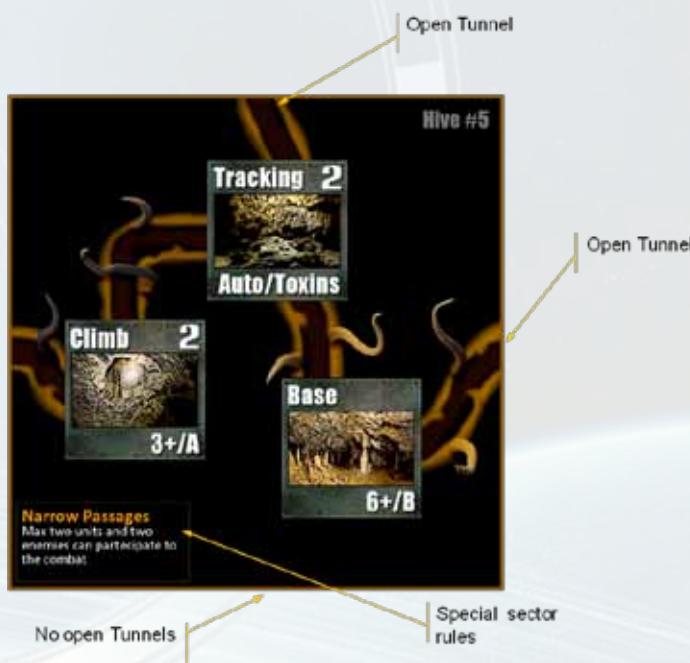
- Do not place RNs back into the container until the end of the current step; in other words, draw all the RNs that you need in order to complete the step, resolve the step, and then place all used RNs back into the container.

## 9 HIVE RULES

Six Hive missions are included. Every time you play a Hive mission, the map is different; Hive tiles generate a random map so that there is always a new unique challenge.

### 9.1 HIVE OVERVIEW

**HIVE MISSIONS** take place in the underground tunnels of an Enemy Hive. There are twelve Hive tiles (hereafter “**SECTORS**”). Each sector can contain anywhere between one and four Nodes that are connected by tunnels. When a



tunnel flows off the edge of the tile, this is called an **OPEN TUNNEL**.

Some Sectors have special rules that apply to every Node in the Sector. If there is a special rule, a brief description summarizes what it is (see section 9.4).

At the beginning of a new Hive mission, place all the sectors facedown to create a stack. During the game you draw random sectors from this stack. If you are required to “set aside” any sectors during Hive Map Generation (see section 9.3), shuffle these sectors back into the stack after Infiltration Zone Generation (see section 9.3.B).

Each mission includes some variants that can be implemented to increase or decrease the mission’s difficulty. “Hard” variants normally provide additional XP to be distributed using the standard rules.

### 9.2 HIVE MISSION PROCEDURE

1. Mission Selection (same as 3.1)
2. Preparation of Special Node Pool (9.2.A)
3. Squad Selection (same as 3.2)
4. Resource Selection (same as 3.3)
5. Entry Point Generation (9.3.A)
6. Infiltration Zone Generation (9.3.B)
7. Operations Phase (same as 3.4)
8. Mission Debriefing (same as 3.5)

#### 9.2.A Preparation of Special Node Pool

Each Hive scenario specifies a list of Special Node counters that are needed for that mission. Set aside those counters and put them in a cup or bag. When you place a sector and there is a Node with a “?”, draw a Special Node counter from the pool and place it on that Node with the Node Requirements faceup. Once you enter this Node, after resolving the Node Requirements, flip the counter and consult the Hive Mission Sheet to determine what this Special Node does.

#### 9.2.B New Hive Counters



There are some new counters that



are only used

during Hive missions.

**Cave-In:** Used in conjunction with the Cave-In Optional Rule (see section 9.4.D).

**Light:** An extra Resource that is available during Hive missions (see section 6.1).

**Level 2:** Used as a reminder during multi-level missions that apply.

### 9.3 HIVE MAP CREATION

#### 9.3.A Entry Point Generation

To create a Hive map, you must first generate the **ENTRY POINT** sector. Draw a random sector. If it contains a Special Node, set it aside and draw another random sector. If it contains **no Special Nodes**, this sector becomes the Entry Point sector. Place it on the table and choose one

edge of the sector with an open tunnel as the Entry Point. Place the "Squad A" counter next to that tunnel's opening. No sectors can be placed adjacent to the Entry Point tunnel.

### 9.3.B Infiltration Zone Generation

After generating the Entry Point, you must generate the **INFILTRATION ZONE**. Randomly draw two additional sectors with no Special Nodes and place them on the table using the standard rules for "Placing New Sectors" (see section 9.3.C). **Exception:** You can rotate these sectors in any way that you wish before placing them adjacent to the Entry Point sector.

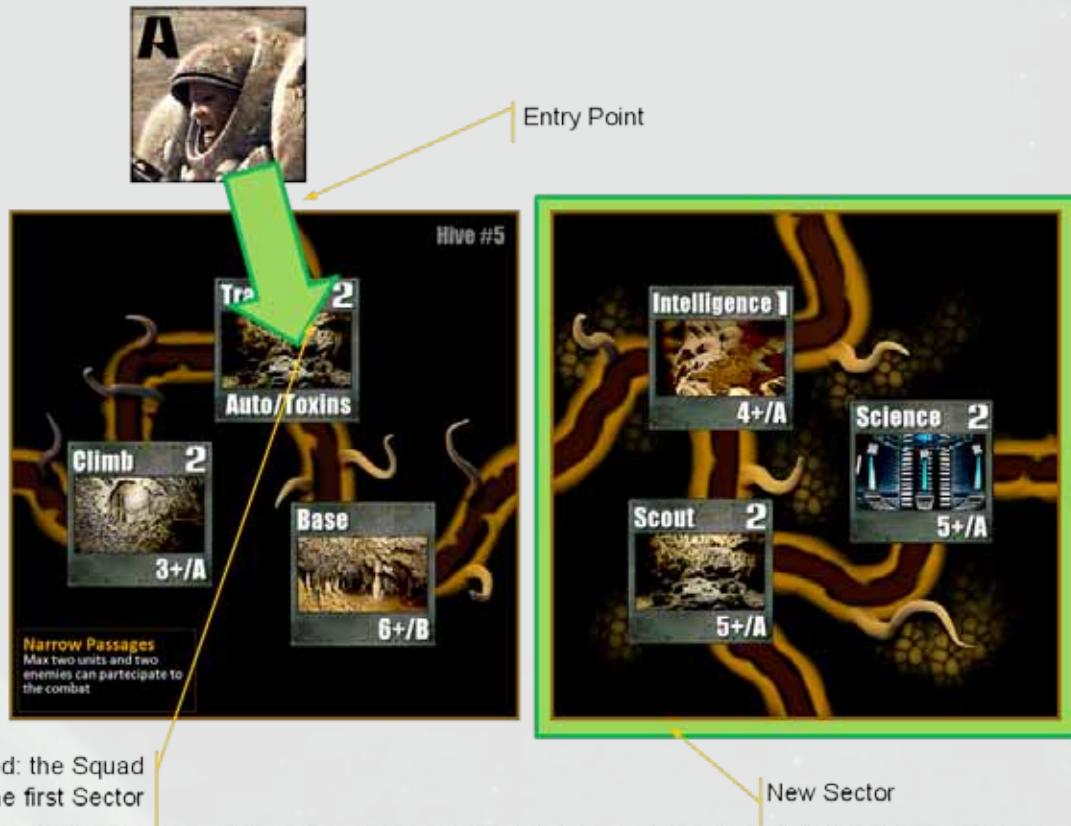
You can now spend one Intelligence to draw and place two additional random sectors (including those with a Special Node), using the standard rules.

Once you have generated the Infiltration Zone, be sure to shuffle into the sector stack any sectors that were "set aside" (either during Entry Point Generation or Infiltration Zone Generation).

### 9.3.C Placing New Sectors

When your Squad travels to an **UNEXPLORED SECTOR**, you may place a new sector. A sector is considered unexplored if the Squad has not visited any Node in the sector (except for the Entry Point sector, which is always considered explored). Follow this procedure for placing the new sector:

1. Draw a random sector.



2. Place this sector adjacent to at least one sector that is already on the table so that the new sector's tunnels correctly line up with any open tunnels of sectors that are already on the table. Use the following sequence to determine the restrictions of placing the new sector:

- a. If you place the new sector adjacent to the sector where your Squad marker is currently located, the new sector must be placed in its upright position—you cannot rotate it.
  - b. If you place the new sector adjacent to a sector that is adjacent to the one where your Squad marker is currently located, the new sector must be placed in its upright position—you cannot rotate it.
  - c. If you place the new sector at any other location (i.e., a greater distance from your Squad than the distances listed in points "a" and "b" above), you can rotate the sector in any way that you wish before placing it.
3. If the new sector cannot be legally placed because open tunnels don't connect correctly, place the sector at the bottom of the sector stack and draw a new one.

If you spend one Intelligence, you can place two sectors instead of one, using the same procedure.

**Optional Rule:** Hive tiles have been designed to stay in the upright position so that it is easier to examine the overall Hive layout and Node Requirements. It also requires the player to generate linear maps. If you think that this constraint is limiting the number of possible

layouts, feel free to rotate the tiles when placing them.

## 9.4 SPECIAL HIVE RULES

### 9.4.A "Base" Node Requirements

Some Nodes have a Node Requirement of "Base"; each mission specifies the skill and success levels for all Nodes that are labeled as "Base". **If the Hive mission Base Node includes an Event string, this string supersedes the string on the Hive sector map.**

### 9.4.B Move to a Previously Explored Node (different from 4.2.B)

The complex network of tunnels and the higher Enemy presence makes securing the path that you are following very difficult. For this reason when you move to an already explored Node, you still have to check for a **special Event Event [5+/A]** instead of following the procedure described in 4.2.B..

If your Squad moves to an explored Node during a Hive mission, use the string [5+/A]. After the Event (if any), move your Squad to the explored Node. **As in 4.2.B, you don't place an Event marker on a result of '5' or more, nor you take in consideration any Event marker already present in the Node.**

### 9.4.C Special Event: Toxins

During the Event Check step, if your Squad is located on a Node with the string [Auto/Toxins], draw a RN. On a result of "5+" your Squad suffers two wounds. You may freely assign these wounds, however armor cannot cancel any wounds that are suffered from Toxins.

### 9.4.D Optional rule: Cave-In

The use of explosives (Grenades) can be dangerous on the Hive tunnels; at the same time, they are more lethal due to the narrow space in the tunnels.

Every time you spend Grenades in a Sector, **add 1 wound to the total number of wounds inflicted on the Enemy group.**

After using a Grenade or a Demo Charge, draw a RN. On a result of "5+" the tunnel collapses. The Enemy group suffers two additional wounds and your Squad suffers one wound (armor cannot cancel these wounds). Then place a "Cave-In" counter on the current Node, unless one is already present: **the "Cave-In" counter will replace the current Hive Node requirements and events until removed (see below).. If the collapse happened during Combat you must first complete the Combat against the surviving Enemies (If any): if the collapse happened during the Node Resolution there's no effect on the Enemies that could appear later.**

"Cave-In" counters represent a collapse in the Hive tunnel. Once a "Cave-In" counter is placed (if you get a "5+" after

using a Grenade or a Demo Charge), your Squad must remain at the current Node and spend time removing the rubble before attempting to advance further into the Hive. **Use the "Cave-In" requirements and event string as replacement of the current Hive node attributes.**

If your Squad is on a Node with a "Cave-In" counter on it, the Squad has only one option: it **must** attempt to resolve the requirements of the "Cave-In" counter. Once the "Cave-In" counter requirements (Advance 5) have been completed, you can remove it and proceed as normal.

## 9.5 SPECIAL SECTOR RULES

Some sectors include special rules that apply to all Nodes in the sector. Following is a full description of all special sectors:

### 9.5.A Narrow Passages

The corridors and openings in this sector are very narrow and claustrophobic; only two Units can be activated (except the Leader, who can always be activated to generate CP), both for the Node resolution and in combat. At the same time, only two Enemies can be activated while in combat. Select the weakest Enemies first. Once selected, you cannot change which Units are "on the front line" until combat range changes (from Melee to Fire, or vice versa).

### 9.5.B Unstable Area

When you place an unstable sector, draw a RN for each Node. On a result of "4+" the success levels required to resolve that Node are increased by one (example: "Advance 3" becomes "Advance 4"). Place a "+1 Success Level" counter on the Node as a reminder.

### 9.5.C Pitch Black

Unless you spend one Light, apply a "-1 AP" modifier to every activation (including the combat round). Place the "-1 AP" counter on the Squad Leader card as a reminder.

### 9.5.D Complex Tunnel Network

Due to the complexity of the tunnel network, it is nearly impossible to establish a secure path. As a result, Nodes in this sector can never be considered "explored." Every time you enter a Node, you must treat it as an attempt to resolve a new Node (see section 4.2.A), even if you have already been to that Node. **Explored and Event Markers are not placed in the Nodes of a Complex Tunnel Network.**

### 9.5.E Hidden Pits

If the pits Event occurs, you must first determine how many Units have fallen into the pit. Draw a RN: on a result of "4-" two Units of your choice have fallen; otherwise (a result of "5+") only one Unit has fallen. Those Units in the pit must then

face a class “A” Event, and the rest of the Squad can’t participate in this combat until the beginning of the third combat round.

## 10 CAMPAIGN RULES

The Campaign Rules allow you to manage your Squad’s progression through a series of missions, adding more strategic depth to the game.

### 10.1 CAMPAIGN OVERVIEW

A **CAMPAIGN** is composed of a series of missions. The Campaign Log defines the length of the Campaign (i.e., how many missions are required), the victory conditions, and the Strategic Options that are available during the Campaign. A Squad Roster is also included to keep track of your soldiers’ status and progress.

The following rules differ from the basic rules:

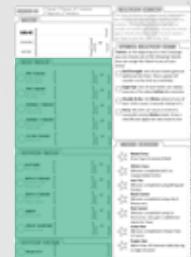
- When you select your Units for a mission, you can only select Basic Units that are in “**READY**” state on the Squad Roster. Specialists are always considered as available.
- You always begin a Campaign with Regular Basic Units until you promote them to Veteran rank during the Mission Debriefing phase (this also applies to Green Recruits). Once a Unit has been promoted to Veteran rank, it remains a Veteran for the duration of the Campaign. You always pay for a Unit its Regular cost regardless of its rank when playing a Campaign game.
- Spending XP you can improve the Skill Level of your Units, promote them to Veteran and give a Unit a unique Talent (see 10.2.C); those improvements do not require an extra cost when creating you Squad.
- At the beginning of a mission, you can now choose up to two Strategic Options. These options give you new tactical alternatives, like extra Resources or new recruits for the Squad.
- Units who are killed during a mission are now considered “**INCAPACITATED**.” At the end of a mission, you determine if an incapacitated Unit is capable of recovering or if the Unit is definitely removed from the game.

## 10.2 SQUAD ROSTER

The **SQUAD ROSTER** is used to keep track of your soldiers’ status and manage your Squad Leader’s career path. The game includes two Squad Rosters, each one related to different Space Infantry Companies. More rosters will be published on the Lock ’N Load website in the future (see [www.LockNLoadGame.com](http://www.LockNLoadGame.com)).

### 10.2.A Unit Tracker

Four Sections (Leader, Combat Squads, Support Squads, and Support Vehicle) are used to keep track of the Units that are available when selecting the Squad members (see section 3.2).



There are three possible states that a Unit can be in:

- “**Ready**”: the Unit is fully operative and can be selected for the next mission.
- “**Under Medical Treatment**”: the Unit was incapacitated and cannot be selected for the next mission until the treatment is completed. Units under treatment become ready at the end of the next mission.
- “**Killed**”: the Unit has been killed in a previous mission; killed units can only be replaced by using a Strategic Option (see section 10.6).

At the start of a new Campaign, all Units are considered to be in “ready” state.

### 10.2.B Special Company Rules

This box tells you the special rules that apply to the Company that your squad belongs to. These special rules normally include benefits in the form of unique Talents that you can assign to a Unit.



### 10.2.C Talents

In the Campaign rules, your Units will be able to gain one **TALENT**. Talents are unique traits that characterize a Unit in the Squad. Some Talents are available to all Units, regardless of which Company the Unit belongs to; other Talents are specific to a certain Company.

Talents can be acquired by spending 3 XP during the Mission Debriefing phase (see section 7.0). A Unit can only possess one Talent, and each Talent can only be assigned to one Unit during a Campaign.

Company-specific talents are provided on the Squad Rosters. Generic Talents, which are available to every Company, are listed here:

**Aide-de-camp:** the Unit applies a “+1 AP” modifier to the Squad Leader’s *Command* skill check.

**Marksman:** the Unit applies a “+1 AP” modifier to all *Fire* skill checks.

**Brawler:** the Unit applies a “+1 AP” modifier to all *Melee* skill checks.

**Runner:** the Unit applies a “+2 AP” modifier to all *Advance* skill checks.

**Tactician:** in addition to the Squad Leader's modifier, you can apply either a "+1" or a "-1" modifier to the RN during the Combat Range Determination step (see section 5.1)

## 10.2.D Leader Awards

This box describes the awards that your Squad Leader can gain during the Campaign by fulfilling specific requirements.

## 10.3 CAMPAIGN LOGS

The **CAMPAIGN LOG** is used to keep track of the overall advancement of the Campaign, such as determining the next mission to complete and managing the Strategic Options.

The Campaign Log area is used to keep track of the missions that you have executed during the Campaign. The number of missions included in the Campaign Log represents the overall Campaign length. Each row in the Campaign Log represents a single mission. To determine which mission you will perform next, consult the Missions Table and reference the column (A or B) that is specified in the current row of the Campaign Log. Some mission rows include one or more "Notes" (that are typically related to the Alert Level).

The Strategic Options area is used to keep track of the Strategic Options that are available in the current Campaign (see section 10.6 for details).

## 10.4 CAMPAIGN TURN

1. Mission Selection (10.5)
2. Strategic Option Selection (10.6)
3. Squad Selection (10.7)
4. Resource Selection (same as 3.3)
5. Operations Phase (same as 3.4)
6. Campaign Mission Debriefing (10.8)

## 10.5 MISSION SELECTION

Check the first empty row in the Campaign Log. The "Table" column identifies which Missions Table column you should use to determine which mission to perform next. Draw a RN and consult the Missions Table to identify the mission ID. Write the mission code in the Campaign Log (in the "ID" cell) and mark the Missions Table cell with an "X" as a reminder. If the RN refers to a mission that you have already played, you can select the first available mission above or below the RN you just drew (your choice). Mark the Missions Table cell with an "X" as a reminder.



Missions are labeled with codes that begin with either an "S" or an "H." "S" signifies a "Surface mission"; "H" signifies a "Hive mission."

*Example: You are starting a new Campaign and row #1 in the Campaign Log is empty; the column "Table" for row #1 contains an "A," so you use the column A in the Missions Table. You draw a RN and you get a "4." You check the "4" in the "A" column and find the result S003 (a surface mission); you write "S003" in row #1 of the Campaign Log and mark the S003 column in the Missions Table with an "X" as a reminder.*

The "Notes" column can include some special rules and/or conditions for the current mission. This information supersedes any standard rule. Normally the notes modify the Alert Level of the Enemy (see section 10.5.B).

## 10.5.A Reattempting an Aborted Mission

You can only reattempt an aborted mission once, and it must be the most recent mission that you just finished. If you attempt a different mission after aborting the current one, you cannot ever reattempt the aborted mission. If you want to reattempt an aborted mission, you don't have to draw a RN in the Mission Selection Phase; instead, you simply replay the mission that you just aborted (i.e., you do not need to edit the Campaign Log). When reattempting an aborted mission, you don't get any Strategic Options.

## 10.5.B Alert Level

The Alert Level (hereafter "AL") is a number from 1 to 3 that represents the overall awareness of the enemy. At the beginning of a Campaign, the AL is set to "1." The AL gradually increases during the Campaign when you reach specific points in the Mission Log.

Effect of the Alert Level:

**AL 1:** No additional effect.

**AL 2:** Any class "A" Event is considered as "A+2."

**AL 3:** Any class "A" Event is considered as "B-1"; any "B" Event is considered as "B+2." To gain the Ambush tactical advantage, you must now spend two Intelligence. If you don't spend the Intelligence, you must draw a RN during the first round of every combat. If the result is "6+", the Enemies have Ambushed your Squad (see section 5.4).

Two special counters are used to keep track of these modifiers. Place the counter on the Enemy Presence Table as a reminder.

AL modifiers do not increase the Event by a certain amount, but they outright **replace** the Event.

*Example: An "A+1" Event at AL 2 becomes an "A+2" Event, not an "A+3" Event.*

## 10.6 STRATEGIC OPTIONS

After determining the next mission, you can now choose two **STRATEGIC OPTIONS**. On the Campaign Log you will find the Strategic Options that are available for the current Campaign. One or more boxes are shown for each item. Every time you select a Strategic Option, mark the corresponding box with an “X”. When all of the boxes for a Strategic Option have been marked, it is no longer available for the rest of the current Campaign.

**Note:** If you are reattempting an aborted mission, you do not get any Strategic Options.

The following Strategic Options are available:

**Regular Recruit:** Replace one “killed” Unit with a Unit of that same type (erase the “K” status from the Squad Roster).

**Green Recruit:** Replace one “killed” Unit with a Green Unit. Remove the “K” status from the Squad Roster and write “Green” in the Unit notes. Green Units apply a “-1” modifier on every skill check (during a mission, place the green “-1 AP” counter on the Unit card as a reminder). After completing a mission, Green Units who participated in the mission are promoted from Green Units to Line Units. Remove the “Green” label from the Squad Roster that identifies them as Green Units.

**+2 Any Resources:** You can select two additional Resources during Resource Selection (3.3). This ability can only be used before a mission. The maximum number of Resources that you may acquire **during** the mission remains unchanged. This Strategic Option can be selected in conjunction with “+1 Intelligence Resource” or “Max Resources=9.”

*Example: Normally at the beginning of a mission you can select up to eight Resources. When you pick the “+2 Any Resources” Strategic Option, you can then select up to ten Resources before the mission. Then, during the mission, you cannot exceed the max limit of eight Resources once you have spent the extra two.*

**+1 Intelligence Resource:** You get one extra Intelligence during Resource Selection (see section 3.3). The maximum number of Resources during the mission remains unchanged. This Strategic Option can be selected in conjunction with “+2 Any Resources” or “Max Resources=9.”

**Max Resources=9:** The maximum number of Resources during the mission is now increased to nine. This Strategic Option can be selected in conjunction with “+2 Any Resources” or “+1 Intelligence Resource.”

*Example: If you select “Max Resources=9” and “+1 Intelligence Resource,” you start the mission with ten Resources (one of them must be Intelligence). Also, during the mission you are able to gain Resources up to a*

maximum of nine.

**+20 Squad Points:** You get 20 additional points to create your Squad during Squad Selection (3.2).

**One Free Specialist:** You can select a Specialist Unit at no cost during Squad Selection (3.2).

**New ATV:** You can replace one ATV that was destroyed.

**Mortar Support:** When at an outdoor Node at Fire range (i.e., not inside a building or cavern), you can make an additional attack with the following skills: Fire (2)(2)(3)(3). **Mortar support can only be used once per mission (i.e. one single combat phase):** if you decide to spend the Mortar Support on a combat phase, you can fire it once per combat turn if your Squad is at “Fire” Range (in other words, if you are in Melee range, you are too close to leverage the Mortar support). Mortar support cannot be used during Hive missions or outer space missions.

**Heavy Battlesuit:** Two Units each gain one armor for the current mission.

## 10.7 SQUAD SELECTION

The Squad Selection process during Campaigns is very similar to the process of the standard rules (see section 3.2), but there is one major change: you can only select Basic Units (including the Pilum Vehicle) with “Ready” status on the Squad Roster. Units who are under medical treatment (“T” status) or killed (“K” status) cannot be selected.

Even if a mission states that an ATV is available, you cannot select the Pilum Vehicle if it has been destroyed (“K” status). A destroyed Vehicle can be replaced by selecting the “New ATV” Strategic Option.

Specialist Units are always available. You can freely select one or more Specialists during Squad Selection, according to the standard rules. **You don’t need to keep track of Specialists in the Squad Roster since are always available and cannot be improved in the Campaign Game.**

## 10.8 CAMPAIGN MISSION DEBRIEFING

1. Recover any Units under medical treatment (“T” status) by clearing the Unit’s status on the Squad Roster (erase any status letter).
2. Promote Green Units to Regular Units by removing their “Green” label from the Squad Roster.
3. If a Vehicle is destroyed during a mission, then it is considered “killed”; vehicles are never incapacitated, only destroyed. Place a “K” counter over the vehicle’s status on the Squad Roster. **Damaged Vehicles are fully repaired.**
4. Draw a RN for each Unit that was incapacitated during the last mission and consult the following list:

**1 or less:** The Unit is killed. Write a “K” in the Unit’s status on the Squad Roster.

**2–4:** The Unit requires medical treatment. Write a “T” in the Unit’s status on the Squad Roster.

**5–6:** The Unit recovers quickly from his wounds. Erase any letter from the Unit’s status on the Squad Roster.

#### 5. Score Victory points (see 10.8.A).

#### 6. Check for Leader Awards (see 10.8.B).

#### 7. Calculate and spend XP (as in 7.0).

No XPs need to be spent for any of the above debriefing actions 1–6.

### 10.8.A Victory Point Calculation

On the Campaign Log there is a box that describes how many Victory Points (VPs) are associated with the current Campaign. At the end of each mission, determine how many VP you accumulated during the mission by applying all positive and negative modifiers to the total VP. Write the final number on the Campaign Log (under the Notes column of the current row).

*Example: You just completed the first mission of the “Jovian War Prelude” Campaign on turn 11. You used 90 Squad Points (instead of 110) and one Strategic Option. The correct VP calculation is as follows: 3 VPs (mission completed) + 2 VPs (20 unspent Squad Points) + 1 VP (one Strategic Option) = 6 VPs.*

If you aborted the last mission, you only gain 1 VP (as marked on the Campaign Log). No more VP can be gained for an aborted mission. If you failed the mission, you actually lose 1 VP. No VP can be gained for a failed mission.

*Example: You just failed the first mission of the “Jovian War Prelude” Campaign. You used one Strategic Option. The correct VP calculation is as follows: -1 VP (mission failed); the 1 VP bonus for using only one Strategic Option is not considered in this case because the mission was failed.*

When you reattempt an aborted mission, you can gain only 2 VP (instead of 3) if the mission is completed successfully. Any other result (an abort or an outright failure) is considered a failure, and you lose 1 VP. Near to the first result, write the amount of VP that you gained or lost for the reattempt.

*Example: You aborted the second mission in the “Jovian War Prelude” Campaign. You used 100 Squad Points (instead of 110). You only gain 1 VP (you don’t get the Squad Points bonus). You decide to reattempt the mission. You use 100 Squad Points (instead of 110) and you successfully complete the mission! The correct VP calculation is as follows: 2 VPs (successful reattempt of an aborted mission) + 1 VP (10 unspent Squad Points) = 3 VPs. Final score for this mission: 1 VP (first attempt) + 3 VPs (second*

*attempt) = 4 VPs.*

When you finish playing the final mission of a Campaign (you wrote on the last row of the Campaign Log), add all VPs that you have accumulated over the course of the Campaign. Now determine which Victory Level you attained by consulting the Victory Level table on the Campaign Log.

**Note:** If you aborted the final mission, you are allowed to reattempt it once, just like any other mission.

*Example: You just completed the eighth (final) mission in the “Jovian War Prelude” Campaign. You add all VPs that you have accumulated and the total is 31 VPs. You consult the Victory Level table to discover that you reached the “28–32” range: a Major Victory!*

### 10.8.B Awards

The Squad Roster contains a box for marking AWARDS. You can mark with an “X” the corresponding icon if you completed the award requirements.

## 11 ADVANCED RULES

The following rules should be used only when you have a good understanding of the basic game mechanics. The Advanced Rules add more tactical options to the game at the expense of a little additional bookkeeping. Moreover, some of the Squad Leader actions that were previously “free” (ex. Combat Range, Ambush) now require the use of Command Points (CP). In case of conflicts, the Advanced Rules always take precedence over the basic rules.

### 11.1 AMMO

The Ammo rules add some bookkeeping to the game, but give your Squad some additional tactics. To keep track of available Ammo, place the “Ammo” counter on the Turn Track. Your Squad starts every mission with ten Ammo. You lose one Ammo every time a Unit gets a result of “1–” during combat at Melee range or Fire range (update the Ammo track accordingly). Once your Ammo reaches zero, your Squad is considered to be low on ammunition. Apply a “-1 AP” modifier to all Melee and Fire skill checks for the remainder of the mission until you increase your Ammo level by using Resources—see section 6.1). For Units capable of multiple attacks, the “-1 AP” modifier applies to every skill check. When using this advanced rule, the Ammo Resource is available at the beginning of every mission.

### 11.2 ORDERS

ORDERS represent a Squad Leader’s capacity to coordinate the Squad during Combat. The basic rule is simple: **each Combat turn** your Squad Leader generates Command Points (CP), which you can use to give specific Orders to

the Squad.

## 11.2.A Generating Command Points

CP are generated by making a standard *Command* skill check with the Squad Leader. The number of success levels gained represents the amount of CP available to the Squad Leader. For each success level gained, place CP counters on the Squad Leader's card. When you use a CP, move the counter from the Squad Leader's card to the selected Order on the Turn Track as a reminder. CP are generated at two different times:

- At the beginning of the Node Resolution step (4.2)
- At the beginning of every combat round (5.1)

Unused CP are always lost: you cannot accumulate CP.

## 11.2.B Spending Command Points

CP can be used during the game to give specific Orders to your Squad. Below you will find a list of the available orders, with the CP cost in parentheses. If you don't have the number of CP required to give a specific Order, the Squad cannot perform the related action. Some Orders are marked with an asterisk after the CP cost. These Orders have a **lasting effect**, which is only canceled when issuing a "Regroup!" Order: **in addition, lasting effects are automatically over at the end of a Combat**.

**Regroup! (0 CP):** Cancel the effects of any previous lasting Order.

**Support (1 CP):** During a skill check, you can use 1 CP to apply a "+1" AP modifier to the check. You cannot use the "Support" order on skills that are marked with an asterisk. (Note: this represents the use of the *Command* skill in the basic rules).

**Ambush (1 CP):** Only during the first round of combat, you can spend 1 Intelligence to gain the "Ambush" tactical advantage (5.4). (Note: this rule takes precedence over the basic rules' use of Intelligence points, which does not require you to use 1 CP.)

**Intensive Fire (1 CP):** During combat, you can spend 1 Ammo to apply a "+1 AP" modifier to all Fire and Melee attacks for the current combat round. For Units that are capable of making multiple attacks, the "+1 AP" modifier applies to **every** skill check. The decision to use "Intensive Fire" must be taken before drawing the counters.

**Deploy (1 CP):** During the Combat Range step (5.1), take the RN used to determine the range and you may apply a "+1" or "-1" modifier to that number. (Note: this rule takes precedence over the basic rules for determining combat range, found in section 5.1)

**Embark/Disembark (1 CP):** During combat, to "Embark" or "Disembark" from a Vehicle you must use 1 CP.

**Stealth Mode (1 CP\*):** During the Node Resolution step (4.2.A.1), the Node Requirements are increased by "1" (i.e., "Advance 3" becomes "Advance 4"). Should an Event occur, apply a "-1" modifier to the Enemy Presence Table RN. The Squad remains in "Stealth Mode" until the "Regroup!" Order is issued.

**Take Cover (1 CP\*):** During combat when at Fire range, your Units benefit from a "-1 AP" modifier that is applied to all Fire attacks made against them. **This order is also canceled when you move at Melee range.**

**Run (1 CP\*):** During the Node Resolution step (4.2.A.1), any Nodes with "Advance" Node Requirements are decreased by "1" (i.e., "Advance 4" becomes "Advance 3"). Should an Event occur, apply a "+1" modifier to the Enemy Presence Table RN.

**Withdraw (1 CP):** At the end of a combat round, you can attempt to "Withdraw" your Squad to an adjacent Node that has already been explored. Draw a RN; to succeed, you need a "2+" at Fire range or a "4+" at Melee range. If the attempt is successful, move the Squad marker to the new Node on the map, losing any accumulated success levels **on any Node adjacent to the previous location**: no Event check is made at the Node that you withdrew to **and you don't place any Event Counter on the Node where the Combat started**. You can spend one Grenade or one Smoke Grenade to apply a "-2" modifier to the "Withdraw" attempt. If you fail the attempt, your Squad applies a "-1 AP" modifier in the next combat round.

**Suppressive Fire (1 CP\*):** During combat, select which Units that you want to perform "Suppressive Fire." Instead of using Fire or Melee success levels to generate wounds on an Enemy, Suppressive Fire makes it more difficult for the Enemy to react. For each success level gained with the Fire or Melee skills, place a "temporary -1 AP" counter on the Enemy instead of placing wounds (up to a maximum of two counters per Enemy). Armor cannot cancel this counter placement. When resolving that Enemy's next attack, apply a "-1 AP" modifier to the attack value for each counter on the Enemy. Remove the "-1 AP" counters after the Enemy's attack. Apply "Suppressive Fire" effects during the same combat round that you placed the temporary "-1 AP" counter. "Suppressive Fire" is considered to be executed before Enemy attacks are resolved.

**Gather Intelligence (2 CP):** During the Node Resolution step (4.2), gain one Intelligence Resource. Only one Intelligence Resource can be gained per mission.

## 11.3 THE MEDIC SPECIALIST

The Medic Specialist can attempt to treat injured Units during the Skill Check step (4.2.A.2). Make a standard *Treatment* skill check. For every success level, the Medic can

remove one wound. Units who are treated by the Medic this round cannot participate in Node Resolution. **The Medic can use its Treatment skill only during the Node resolution phase (before Combat).**

At the beginning of every mission, the Medic provides an additional MediKit Resource to your Squad. Place this Resource on the Medic's card. This extra Resource does not count toward the maximum number of Resources available to your Squad. When the Medic is killed, you can move the Resource from its card to the Squad's Resource area provided that keeping this MediKit does not exceed the maximum number of Resources available to your Squad.

## 12 OPTIONAL RULES

### 12.1 RANDOM RESOURCES

With this optional rule, the type of Resource cache is unknown. When you reach a Node with a Resource cache, ignore the icon. Instead draw a RN and consult the following table:

Random Number	Resources Available
0–2	Grenades [G]
3–4	Intelligence [I]
5	MediKits [M]
6	StymoPacks [SP]

### 12.2 DIFFICULTY LEVELS

Every time you complete three successful missions (consecutive or not), you should increase the difficulty to the next level—unless you're already playing on “Hard” difficulty. The EPT modifier column applies to the RN that is drawn when determining the Enemy forces. When playing on “Hard,” “Nightmare,” or “Impossible” difficulty, two additional restrictions apply:

1. Wounds can only be assigned to Units that were involved in combat (i.e., you cannot sacrifice a Specialist that didn't participate in combat).
2. A max of three Units can fight against a single Enemy.

Level	Squad Points	Max Resources	EPT Modifier
Easy	130	10	-1
Normal	110	8	0
Hard	100	7	+1
Nightmare	90	6	+2
Impossible	80	5	+2

### 12.3 HARD FIGHT

Instead of checking for Enemy presence after the Operations phase, you must check **before** the Operations phase. You can only proceed with the Operations phase if there was no Enemy contact; in other words, you cannot proceed with the Node resolution if involved in combat on this turn.

### 12.4 NO INTELLIGENCE

Instead of determining the Enemy type during Mission Selection (3.1), you can draw a random Enemy Sheet upon first contact with the Enemy. This will obviously make your mission harder, since you must select your Units without any information on which Enemy you will encounter.

### 12.5 USING DICE

Instead of using the RN counters provided with the game, you can use a standard six-sided die (d6) to generate random numbers. This will slightly change the probability curve because you can only generate a number from 1–6, but without a significant impact on the game.

If you need to differentiate between the “0” and “1” results, use the following procedure: when you roll a “1,” roll the die a second time. On a result of “1–2,” consider it a “0”; otherwise consider it a “1.”

If you roll a natural “6” then roll again. On a result of “1–4,” consider it a “6”; otherwise, consider it a “+”: roll the die twice and add the values.

### 12.6 UNLIMITED AMMO

If you want to use the Advanced Rules, but you feel that the Ammo rules in section 11.1 add too much bookkeeping to the game, use the “Unlimited Ammo” rule instead. When playing with “Unlimited Ammo,” rule 11.1 is not used in the game. As such, Ammo is not tracked and the “Intensive Fire” Order is not available. You may essentially ignore any reference to Ammo in the rules and/or in the mission briefing.

## 13 EXAMPLE OF PLAY

This example of play focuses on the basics mechanics of *Space Infantry (SI)*, notably Node resolution (i.e., how to advance around the map) and combat. No Advanced Rules are included, but it is recommended that your first game is played using the Basic Rules. The Advanced rules can be used once you have a good understanding of the basic game mechanics.

A SI game session follows this sequence:

1. Select a mission
2. Select the Squad
3. Select the Resources
4. Start the Operations phase

### MISSION SELECTION (3.1)

*Mission selection is the first phase of the game. Depending on which mission and enemies you select, you then choose your Squad members and Resources.*

I select Mission S001. I draw a random Enemy sheet, which is the Flesh Eaters.



### SQUAD SELECTION (3.2)

*Your Squad will always include two types of units: Basic Units (blue) and Specialist Units (brown). Basic Units are responsible for combat and movement (the Advance skill), while Specialist Units are capable of executing tasks like handling explosives, (Demolitions), scientific analysis (Science), and so on. You start a game with 110 points. Every Unit has a cost associated with it—with the exception of the Squad Leader.*

I pick my “standard” Squad; a good mix of Melee and Fire combat range capabilities:

- Squad Leader (mandatory, 0 Squad Points)
- Fire Team A (20 Squad Points)
- Fire Team B (20 Squad Points)
- Assault Team B (20 Squad Points)
- Close Combat Unit (30 Squad Points)

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



Looking at the Nodes of Mission S001, I see that the following skills are required:

- Demolitions
- Computer
- Repair
- Science
- Security

Considering those mission requirements, I choose the following Specialist Units:

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



### RESOURCE SELECTION (3.3)

*Resources represent special equipment, information, or support available during the mission. Normally you can only carry eight Resources.*

The Unit with the best Security skill in my Squad is Demolitions with a “5” (remember, lower numbers are better), and two Nodes in the mission require this skill. I probably need to take some Intelligence Resources (at least two) to reduce the time spent at those Nodes (Intelligence can be spent to get two success levels during Node resolution).

I choose the following Resources:

- 2 Intelligence
- 3 Grenades
- 3 MediKits



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



## 13.1 TURN 1

The turn sequence is as follows:

- Advance Turn (4.1)
- Node Resolution (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” on the Turn Track.



### Node Resolution (4.2)

The “Start” Node is connected to a single Node (Advance 4), so my objective is clearly to move to this Node. In game terms, I must “attempt to resolve a new Node” (4.2.A)

Before moving to a Node, I must complete the Node Requirements. Node Requirements are always expressed as a skill name and a number: Advance 4, in this case. This means that my Squad must accumulate 4 success levels with the *Advance* skill to be able to move to the Node. Every Basic Unit has the *Advance* skill, so I activate my Squad Leader and all four Basic Units; I draw a RN for each Unit and I place it on the Unit card as a reminder (4.2.A.1):

Squad Leader: “4”

C/C Unit: “3”

Fire Team A: “2”

Fire Team B: “5”

Assault Team B: “4”



The RN placed on a Unit determines the Action Points (AP) the Unit has for this turn. To determine the number of success levels, divide the AP value by the Unit’s skill level, discarding any remainder. Since I need to get 4 success levels with the *Advance* skill, I consider the skill for all activated Units. The exception is the Squad Leader, who is using his *Command* skill.

In our case (4.2.A.2):

Squad Leader:  $4 \text{ AP} \div 4 \text{ (Command)} = 1 \text{ success level}$

C/C Unit:  $3 \text{ AP} \div 3 \text{ (Advance)} = 1 \text{ success level}$

Assault Team:  $4 \text{ AP} \div 3 \text{ (Advance)} = 1 \text{ success level}$

Fire Team A:  $2 \text{ AP} \div 3 \text{ (Advance)} = 0 \text{ success levels}$

Fire Team B:  $5 \text{ AP} \div 3 \text{ (Advance)} = 1 \text{ success level}$

The Squad accumulated 3 success levels with the *Advance* skill so far; not quite enough to proceed to the Node. But the Squad Leader achieved one success level with his *Command* skill, also known as a Command Point (CP). CP can be used to increase the AP of a single skill check, with the exception of skills that are marked with an asterisk. As such, I decide to spend this CP in order to add 1 AP to Fire Team A’s skill check.

Squad Leader:  $4 \text{ AP} \div 4 \text{ (Command)} = 1 \text{ success level} = 1 \text{ CP}$

Fire Team A:  $2 \text{ AP} + 1 \text{ CP} \text{ (from Squad Leader)} = 3 \text{ AP}; 3 \text{ AP} \div 3 \text{ (Advance)} = 1 \text{ success level}$

Now the Squad has accumulated 4 success levels with the *Advance* skill, and thus completed the Node Requirements. I move the Squad counter to this Node.



### Event Check (4.2.A.3)

The final step is to check for any possible Event. Every Node has an Event string at the bottom of the Node: [1/A] in this case. It's a standard encounter in the format: <scope>/<class>.

I draw a RN and verify if it's in the scope: 1, in this case. The RN is "4," which is outside the scope, so no Event happens.

This ends Turn 1.

## 13.2 TURN 2



### Advance Turn (4.1)

I move the Time Marker to the box labeled "29."

### Perform Actions (4.2)

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

The only Unit with the *Security* skill is the Demolitions Specialist. Since the *Security* skill is marked with an asterisk (\*), you cannot spend CP to influence this attempt.

I activate the Demolitions Specialist (place a RN):

Demolitions: "4"



To determine my success levels:

$$\text{Demolitions: } 4 \text{ AP} \div 5 \text{ (Security*)} = 0 \text{ success levels}$$

I decide to spend my first Intelligence Resource now to get 2 immediate success levels. I place a green success level counter that shows a "2" on the Node as a reminder. I need only one more success level during a future turn to complete this Node Requirement.

### EVENT CHECK (4.2.A.3)



Even though the Squad has not moved, I must check for a possible Event. This time the RN is a "1." Since the current string is [1/A], this triggers an Event!

### Event

To determine the composition of the Enemy forces, I draw a RN and use the Enemy Presence Table on the Flesh Eaters sheet to cross-reference the number in the column with the Event class ("A," in our case).

The RN is "3"; consulting the Enemy Presence Table, the result is "2 Scouts."

ENEMY PRESENCE TABLE		
RN	Class A	Class B
0	1 Scout	1 Warrior
1	2 Scouts	2 Scouts
2	2 Scouts	3 Scouts
3	2 Scouts	3 Scouts
4	3 Scouts	3 Scouts, 1 Warrior
5	3 Scouts	3 Scouts, 1 Warrior
6	4 Scouts	4 Scouts, 1 Warrior
7+	3 Scouts, 1 Warrior	4 Scouts, 2 Warriors

I place two Multi-purpose counters on the Enemy sheet in the "Scout" row as a reminder that there are two active Enemies.



The ♦ symbol in the “Scout” box represents the Scout’s special attribute: Swarm (-2 Action Point modifier to any Fire attack against the Enemy unit).

## Combat Phase

The first step during each combat round is to determine the range (Melee or Fire). Since this is the first combat round, I check the “Set” column.

The RN is a “2”; we start combat at Fire range.

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

## Action Point Allocation (5.2)

I now draw a RN for the Basic Units (Specialist Units cannot be involved in combat because there are too few Enemies):

Squad Leader: “6”

Fire Team A: “5”

Fire Team B: “3”

C/C Unit: “4”

Assault Team: “5”

To determine the success levels (considering the Enemy’s Swarm attribute):

Squad Leader:  $6 \text{ AP} \div 4 (\text{Command}) = 1 \text{ success level (CP)}$

Fire Team A:  $5 \text{ AP} - 2 \text{ AP (Swarm)} = 3 \div 3 (\text{Fire}) = 1 \text{ success level}$

Fire Team B:  $3 \text{ AP} - 2 \text{ AP (Swarm)} = 1 \div 3 (\text{Fire}) = 0 \text{ success levels}$

C/C Unit:  $4 \text{ AP} - 2 \text{ AP (Swarm)} = 2 \div 4 (\text{Fire}) = 0 \text{ success levels}$

Assault Team:  $5 \text{ AP} - 2 \text{ AP (swarm)} = 3 \div 4 (\text{Fire}) = 0 \text{ success levels}$

I decide to use the Squad Leader’s CP to help the Assault Team:

Assault Team:  $5 \text{ AP} - 2 \text{ AP (Swarm)} + 1 \text{ AP (Command)} = 4 \div 4 (\text{Fire}) = 1 \text{ success level}$

My Squad only accumulated 2 success levels.

To resolve the Enemy attack, I draw one RN for each Enemy:

Enemy #1:  $4 \text{ AP} \div 5 (\text{Fire}) = 0 \text{ success levels}$

Enemy #2:  $6 \text{ AP} \div 5 (\text{Fire}) = 1 \text{ success level}$

## Attack Resolution (5.3)

Every success level gained represents a potential wound. I assign one wound per Enemy (only half the total wounds can be assigned to a single Enemy). Both Enemies are still alive with one wound apiece.



I allocate the Enemy success level to the C/C Unit, hoping that the armor will absorb the wound. I need a “4+” to ignore the wound, but the RN I draw is a “2” so the C/C Unit must suffer a wound. I decide to spend one MediKit to negate the wound.

## Second combat round

We are at Fire range, so I check for the range under the “F” column in the Range Table. I draw a RN of “4,” which changes the range to Melee. The Scouts are more effective at this distance (*Melee 4*), but my Squad does not suffer the Swarm penalty at Melee range.

## Action Point Allocation

I draw a new set of RNs with the following results:

Squad Leader: 3 = 0 success levels

Fire Team A: 3 = 0 success levels (*Melee 4*)

Fire Team B: 1 = 0 success levels (*Melee 4*)

C/C Unit: 6 = 2 success levels (*Melee 3*)

Assault Team: 4 = 1 success level (*Melee 3*)

I accumulated 3 success levels, enough to kill both Enemies (which each already had one wound). The Enemy Activation gives the following results:

Enemy #1:  $4 \text{ AP} \div 4 = 1 \text{ success level (Melee 4)}$

Enemy #2:  $7 \text{ AP} \div 4 = 1 \text{ success level (Melee 4)}$

Again, I assign the first Enemy success level to the C/C Unit. This time I draw a “5” for armor, ignoring the wound. **The second Enemy success is assigned to the Fire Team/B.**

As my final action for Turn #2, I place an Event counter on the current Node as a reminder that an Event already occurred here.

## 14 GLOSSARY

**Action Points** – Also called “AP.” Action Points are generated by drawing a random number counter from the pool.

**armor** – An automatic defense bonus, marked as a green shield on the Unit card or Enemy sheet. Units or Enemies with an armor icon may ignore wounds against them, unless those wounds were dealt by an armor-piercing weapon/ability.

**award** – Special achievements that can be earned during a Campaign, such as completing a mission with no Resources.

**Basic Unit** – Mostly combat-oriented Units that make up the majority of a Squad (blue Unit cards).

**Campaign** – A series of missions that are played over time using the same Units. Decisions are more long-term, as you must be careful to protect many of your Special Units, acquire Talents, and use Strategic Options to ensure a successful Campaign.

**Campaign Log** – One of the provided sheets in the game that allows you to track your Squad’s progress through a Campaign.

**class** – An important part of the Event string. It labels how type of Event that will take place, whether it will be an Enemy scout patrol (a more casual Event) or a camp/Hive (a more serious Event).

**combat round** – Combat takes place in rounds, when you determine combat range, assign wounds, and remove any killed Units or Enemies.

**Command Points** – Also called “CP.” CP in the Basic Rules are spent to modify RNs and possibly Ambush the Enemy. CP in the Advanced Rules are spent on Orders that provide unique tactical advantages.

**Company** – The largest group of military units in the *Space Infantry* world. Squads are assembled from several Units in a Company. In a Campaign, there are two different Companies of Units at your disposal.

**Enemy** – One of many different types of foes that you will encounter throughout the various planets you visit and missions you undertake. From religious fanatics to carnivorous plants, each Enemy is different and presents an interesting challenge that you must consider during mission preparation.

**Entry Point** – The specific tunnel from which a Squad is entering the first sector of a Hive mission.

**Event** – Something that happens while resolving a Node. Events are often combat, but sometimes there are other things to interact with or discover.

**Event string** – Also referred to as “string.” Found at the bottom of a Node, the string is made up of two parts: the scope (the range that the RN must fall into in order to trigger the

Event) and the class (casual or serious Events).

**Hive mission** – A mission that takes place underground and uses variable setup rules so that each mission is unique.

**incapacitated** – A possible state of a Unit during a Campaign. Normally, Unit’s who are killed in combat are considered “killed.” During a Campaign, Unit’s who are killed are instead considered “incapacitated” and may be able to recover from their injuries under medical treatment. During mission debriefing, you check to see if they can recover from the injury or if the injury was lethal. Incapacitated units cannot be selected as part of a Squad until they have fully recovered from their injury.

**Infiltration Zone** – The starting sector and surrounding sectors that are used to set up a Hive mission.

**killed** – A possible state of a Unit during a Campaign. Unit’s in “killed” state have fallen in combat during a previous mission and are no longer available for future missions during this Campaign. The only way to replace them is by choosing a Strategic Option that adds a replacement Unit to the Squad.

**mission** – An individual scenario that takes place on a mission map. Each mission has a unique layout and objective, so players must plan carefully to bring the most useful Units and Resources to accomplish the mission objective. There are two types of missions: Surface missions and Hive missions. Surface missions are labeled with an “S” (S004), and Hive missions are labeled with an “H” (H002).

**mission briefing** – The top portion of the mission map or the Hive mission description. The mission briefing contains background information, special rules, and the mission objective.

**mission map** – The board that contains the information that you need to play a mission. The top portion is the mission briefing, which contains any special rules and the mission objective, and the rest of the mission map shows the physical layout of the various locations in the mission. Surface missions use mission map; Hive missions generate a random map area with the sector tiles.

**mission objective** – The most important goal that the Squad must accomplish in order for the mission to be a success. The mission objective can be found in the mission briefing (the top portion of a mission map or the Hive mission description).

**Node** – A point of interest on the map or in the Hive. All Nodes contain an Event string that must be checked to see if an Enemy is near or if the Squad can advance to the next Node.

**Node Requirement** – An important part at the top of a Node. It is made up of two parts: the skill name (*Advance*, *Demolition*, etc.) and the success levels (a number, usually 1–4).

**open tunnel** – A pathway on a sector that leads off the edge of a tile (i.e., there is not a sector already adjacent to it). For example, when the first sector is placed, any pathway that

touches the edge of the tile is considered an “open tunnel” and the Squad may enter the Hive through that tunnel.

**Orders** – The game mechanic that represents a Squad Leader’s capacity to coordinate the Squad. CP can be spent on specific Orders to the Squad, such as Take Cover or Suppressive Fire.

**random number** – Also called “RN.” Various mechanics of the game require the player to draw a random number counter from the pool.

**rank** – Basic Units come in three varieties: Green, Regular or Veteran. Green Units are only used during a Campaign. Regular Units are trained soldiers who are still gaining valuable experience, so they cost fewer Squad Points than a Veteran Unit. Veteran Units are exceptionally skilled soldiers, so they cost more Squad Points than Regular Units.

**ready** – A possible state of a Unit during a Campaign. Unit’s in “ready” state are available to send on the next mission.

**Resources** – Many different tools that a Squad can carry to assist them during the mission, such as Grenades, MediKits, and Demo Charges.

**scope** – One part of the Event string that shows which random numbers trigger the Event if you draw them.

**sector** – A smaller portion of the otherwise very large Hive. Each Hive tile, known as a “sector,” contains 1–4 Nodes (but mostly 2–3), and many sectors display special rules that only apply to Nodes in that sector.

**skill** – A certain proficiency that Units or Enemies possess, such as *Melee*, *Fire*, *Science*, etc. All Units and Enemies possess at least one skill, and most possess multiple skills.

**skill check** – The way that Unit’s advance around the map and resolve Nodes. A skill check divides the Unit’s AP for that turn by his skill level of that particular skill to determine how many success levels a Unit achieved.

**skill level** – How proficient a Unit is at any given task (*Computers*, *Fire*, etc.). Lower numbers represent a higher proficiency.

**Special Node** – Some missions call for Special Nodes, which are counters that you draw from a Special Node pool. These Nodes are unknown until you reach them and are forced to deal with whatever is there at that location.

**Specialist Unit** – Mostly specialized Units that are extremely proficient at certain types of skills (brown Unit cards).

**Squad** – The entire collective of Units that you are taking on any given mission. Each Squad contains one Squad Leader, several Basic Units, and some Special Units to be well-rounded and prepared for any possible encounter.

**Squad Leader** – The most important member of the Squad, the Squad Leader is responsible for the lives of those he commands. His ability to give orders and rally his troops will

affect how well the rest of the Units in the Squad perform.

**Squad Roster** – One of the provided sheets in the game that allows you to track your Units’ progress, status, and abilities as they advance through a multi-mission Campaign.

**Strategic Options** – New tactical alternatives, like extra resources or new recruits for the Squad, that are only available during Campaigns.

**Surface mission** – A mission that takes place on the surface of a planet or in space.

**Talent** – A unique trait that can be assigned to one of your Units during a Campaign, such as Tactician or Marksman.

**Time Marker** – The marker that sits on the Turn Track and displays how much time is remaining in the mission.

**Turn Track** – The area where you keep your resources, track how many turns are remaining in the mission, and reference which Orders you can give your Squad.

**unexplored sector** – A sector containing Nodes that the Squad has not visited yet. When a Squad travels to an unexplored Node, you can place a new sector.

**Unit** – The skilled soldiers who make up your Squad. Units are one of two types: Basic Units (mostly combat-oriented) and Special Units (unique Unit’s like the Medic or Engineer).

## CREDITS

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**Cover Art:** *Sunday Afternoon at Augustgrad* by David Levy, used with permission.

**Enemy Images:** John Cherevka and Taehoon Oh, used with permission. Some artwork copyright Art of War Games, used with permission.

**Rulebook Master Pages:** Steven Kimball. The HUD was inspired by the Halo short film *Prototype* and the Hive design was inspired by the Luray Caverns.

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**This game is dedicated to my father, Fernando Zancani (1932–2008).**

# QUICK REFERENCE

## GAME PROCEDURE

1. Select Mission and Enemy
2. Select Units (up to 110 points)
3. Select Resources (max 8)
4. Start Operations Phase
5. Mission Debriefing

## OPERATIONS PHASE

1. Advance Turn Marker (proceed to Mission Debriefing if at “0”)
2. Generate Command Points (Advanced Rules only)
3. Activate Units
4. Move Squad to New Location (if Node Requirements are complete)
5. Check for Events in Current Node; Begin Combat if required
6. Use Resource Cache
7. Repeat the Operations Phase Again

## COMBAT SEQUENCE

1. Generate CP (Advanced Rules only)
2. Determine Combat Range
3. Activate Units
4. Activate Enemies
5. Assign Wounds

## ATTACK RESOLUTION

- Success Levels = Wounds
- Grenade Inflicts RN Wounds
- 1 Armor Icon Cancels 1 Wound (“4+”)
- Armor Cannot Cancel Wounds from Armor-piercing Weapons
- Friendly Wounds: Freely Assigned Among Your Units
- Enemy Wounds: Max Half of Total Wounds Assigned to One Enemy (round down); distribute the rest equally

## MISSION DEBRIEFING

1. Allocate XP
2. Spend XP to Increase a Unit’s Attributes
3. Campaign Game Only
  - a. Recover Units under Medical Treatment
  - b. Check for Incapacitated Units
  - c. Calculate VP and Leader Awards

## HIVE MISSION SETUP

1. Select Mission and Enemy
2. Prepare Special Node Pool
3. Select Units (up to 110 points)
4. Select Resources (max 8)
5. Generate Entry Point
6. Generate Infiltration Zone
7. Start Operations Phase
8. Mission Debriefing

## CAMPAIN MISSION SETUP

1. Choose Mission and Enemies
2. Select Strategic Options
3. Select Squad Members (up to 110 points; must be in “ready” state)
4. Select Resources
5. Set Up Hive Mission (Hive missions only)
6. Start Operations Phase
7. Mission Debriefing

## AVAILABLE RESOURCES

- **Grenade [G]:** Inflicts RN Wounds
- **MediKit [M]:** Ignore One Wound
- **Intelligence [I]:** Influences Node Resolution/Combat Range Determination
- **StymoPack [SP]:** Influences Melee Attacks
- **Demo Charge [D]:** Completes a Demolitions Node Requirement
- **Smoke Grenade [SG]:** Influences Combat Range Determination
- **Light [L] (Hive Missions Only):** Cancels Effects of Pitch-black Sector
- **Ammo [A] (Advanced Rules Only):** Increases Ammo Level by 4 (max 10); Limit 2

## EVENT STRINGS

- **Standard Event:** <scope>/A-C
- **Special Event:** <scope>/S
- **Mission-specific Event:** (E) <scope>/<event name>