

# FEDERATION'S LOGS

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*Federation's Logs* is an adventure system designed for 1 or 2 players, based on card play and hand management. At the start of the game you will choose your crew taking the corresponding deck, and throughout the game you will deal with the Story cards in order to reach the objective.

*The United Solar Federation (USF) was formed after the Great Galactic War, and it represents a coalition of Earth and its colonies across the galaxy. Governed by a democratically elected Senate, the Federation prioritizes diplomacy and cooperation with alien species, aiming for peaceful coexistence and mutual advancement. Despite its democratic facade, the Federation is plagued by corruption and power struggles among influential corporations and political factions, threatening its stability and integrity.*

*You are a commander in the USF fleet tasked with secret missions that will influence the trajectory of our entire species. Through these missions you will come in contact with elusive alien races and travel to never explored systems. Be brave and be careful.*

## The Hope

*Throughout history the human race had a constant desire to explore new environments. Either through simple curiosity or a need for resources and lands to settle, we have always tried to expand our horizons. Well, it's time to do it again only this time at a greater scale than ever before. Our galaxy is almost depleted, our planets close to death and our populations ever growing. We have searched far and wide for a new home, but all other races haven't welcomed our need for expansion, even our allies. For years our scientists have searched for an empty and hospitable system that can accommodate our numbers and needs, but without any luck. Finally, two astrophysicists, the now famous Arleen Cahoun and Laust Mørch, have identified such a system using the strongest telescope ever created. The newly found galaxy was named after a combination of their names, and it appears as an ideal new home for humanity. But someone has to explore the system first, eliminate any potential threats and make sure any local races are respected. As always the job fell on us, so we must travel to new galaxy and found out everything we can about it.*

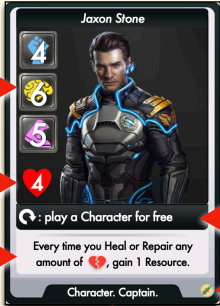
*Almost immediately as we arrived, we realised that we are not alone in this system. A water-based race, the Aquarian Directorate, inhabits one of the planets here and doesn't view outsiders with a welcoming eye. But most importantly, we are not the only ones trying to expand in this system. The Zyrax Technocracy has always been in our way, and now they are actively trying to sabotage any attempts at settling this galaxy. At the same time we got word that the ever sneaky Tenebris have infiltrate our ranks, for reasons so far unknowns. This will not be an easy mission, that's for sure..*

### Objective

Find a new home for humanity! You must complete at least 3 Story cards from each Sector (4 Story cards for two players), and your challenges on your *Terraform* card. You will lose if the Story deck runs out, or if all Sectors are ever simultaneously at the lowest Influence (bottom box).

# Components

— 3 Captains cards



Stats → [4, 6, 5]  
 Life → [4]  
 Main ability → [Exhaust ability: play a Character for free]  
 Exhaust ability → [Exhaust ability]  
 Set (three colors) → [Blue, Yellow, Purple]  
 Type → [Captain]

— 3 Spaceships cards




Life → [5]  
 Main ability → [After you move on an empty Sector, Heal 1 from a Character here.]

18 Items



Reduction → [Heal 1 from one of your Characters.]


18 Talents



Bonus → [Pilot: +1]  
 [Double your for your next test. If you don't succeed by 2 or more, take 3.]

— 54 Hero cards

18 Characters



Cost → [3]  
 [Repair 1 from your Spaceship]  
 [All of your Characters have +1.]

12 Missions



Progress required → [1]  
 [Mission. Zyrax.]  
 [Activation: Heal up to 2 Damage from an Enemy here.]  
 [Defeated: 12]


12 Events



Fate ability → [Draw an additional Fate card]


— 36 Story cards

12 Enemies



Sector → [Blue]  
 Test → [4]  
 Passive ability → [Danger.]  
 Deafated ability → [Activation: Remove 1 Progress from a Mission here.]  
 Type → [Enemy]  
 Activation ability → [Activation: Remove 1 Progress from a Mission here.]  
 Deafated ability → [Defeated: Gain 1 Influence.]

— 3 Scenario cards




Scenario symbol → [3]  
 [Enemy. Tenebris.]  
 [Hidden. Take 3 to Reveal.]  
 [Activation: Remove a played Item.]  
 [Defeated: Heal 2.]

— 4 Sector cards




Test → [Test: 1 +2 per Story card here. Success: gain 1 Influence]  
 Ability → [All Events here gain: Personal]  
 Influence track → [-3]

— 14 Fate cards

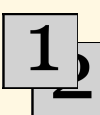


Stat modifier → [-2]  
 Race symbol → [Espionage]

— 20 Damage tokens



— 20 Resource tokens








## Gameplay

The game is played in rounds, and each round has the same structure.

Firstly, draw 2 Story cards per player and add them to the corresponding Sectors. **If a 3rd Story card must be placed on a Sector, immediately discard the bottom-most card on that Sector, lose 1 Influence on that Sector and all Spaceships, everywhere, take 1 Damage** (take 1 Damage token from the token pool). Every time you need to lose or gain Influence on a Sector, move the token up or down accordingly, if you are able to.

Then, players take main actions in alternate turns. You must take a main action or pass for the rest of the round.

Available main actions:

— **Exhaust one or more Characters (rotate them 90°): Perform a Test in your Sector.** You can perform a test on any Story card in your Sector, or the Sector's test, or a test found on a played Hero card. If multiple Characters are committed, add their Stats together. During a test you may also play Talent cards from your hand to boost your Stats. Also, you can use played Items as well. Every time you need to perform a test, as a last step, draw the top card of the Fate deck and modify your Stat value accordingly. Don't forget to also check the failed Event cards. Players always win in a tie, and their Stat value can never go below 0. If a Fate card with this symbol is drawn , after the conclusion of the test shuffle all Fate cards back to the deck.

When damaging an Enemy or progressing a Mission, place Damage tokens on them from the token pool. As soon as a Story card has equal tokens on it as its Life / Progress requirement value, it is defeated. Follow its Defeated ability and then set it aside. Many Story cards offer Scenario cards as rewards when defeated. Search the Scenario card with the corresponding number and add it to your hand, or follow its instructions.

Event Story card needs only one success, so after a successful test remove them from game.

— **Exhaust a Character (rotate them 90°): Perform their Exhaust ability or draw 1 Hero card.**

Additionally you can take as many free actions as you want, but you can't only take free actions during your turn. These actions can be performed before or after your main action.

Available free actions:

— **Spend x Resources (x = the cost on the card): Play a Hero card** from your hand. You can have up to 3 Characters in front of you, including your Captain, and up to 1 Item per Character. You may replace played Characters or Items. Each Character and Item has a printed cost of Resources, and comes in play ready.

Important: many Items have uses on them. Place Resource tokens on them to denote how many uses are left. If an Item has no uses left, you may remove it from play.

— **Spend 1 Resource or discard 1 Hero card: Move to an adjacent Sector.** You can only move to an adjacent Sector, and you may move multiple times per round. Multiple Spaceships can be on the same Sector.

— **Discard a Hero card from your hand: Gain x Resources**, x= the card's cost. Take the Resources from the token pool.

Important: The only active ability on a Sector is the one next to the token, ignore all other abilities.

Terraform card: This card has 3 potential tests. When you succeed at any of them, place a Resource token above the test to denote its completion.

When you can't or don't want to take any more actions, you must pass for the rest of the round.


Activation phase: When all players pass, activate any remaining Story cards in the Sectors, from left to right and from top to bottom, according to their Activation ability. Most Story cards only affect their Sector, so if your Spaceship isn't at that Sector you ignore the ability. Each player suffers all the consequences from each Story card (ex. Damage) separately.

When taking Damage place Damage tokens from the token pool on your Characters or Spaceship. You can freely distribute the Damage taken among your Characters, unless stated otherwise. If a Character has enough Damage to be defeated, remove them from the game. If your Spaceship is defeated you are eliminated from the game.

Lastly, ready all exhausted cards and draw 2 Hero cards. There is no hand limit. If your deck is ever depleted, shuffle your discard pile into a new deck. Start a new round.



## Keywords

- **Pod:** these cards are placed above your Captain. There is no limit to the number of Pods you can have. Pods can be repaired as if they were a Spaceship. If a Pod is destroyed, remove it from the game.
- **Hidden:** this card is shuffled into your deck. When in hand, you must pay the cost to play it, and be in the corresponding Sector. It is activated like a normal Story card, even when in hand.
- **Personal:** Only one Character can perform this test.
- **Danger:** as an additional cost for you to test this card, take 1 Damage.
- **Scout:** Draw 3 Story cards and return them in any order, at the top or the bottom of the deck.
- : 1 Damage

## Game End

As soon as you have completed any 3 Story cards from each Sector (4 Story cards for 2 players), and the tests on your *Terraform* card you win the game! Congratulations, you reached the Objective and the USF command will be extremely pleased! But if you need to add Story cards and the Story deck has been depleted, or if all Sectors are simultaneously at the lowest Influence you immediately lose the game.

## Example of a round

1. It's the start of a new round. Joan is playing solo, so 2 Story cards are added to the Story row, one on the "Zalcor moon" and one on the "Nerath planet". Unfortunately, it's the 3rd Story card on "Zalcor moon", so the bottom-most card there must be removed. Then, 1 Influence is lost and Joan's Spaceship takes 1 Damage.
2. She will now take her actions. Firstly, she has a *Hidden Shapeshifter* card in her hand that she would like to get rid of. Fortunately, she is at the corresponding Sector, so she will pay the cost, taking 3 Damage, and play the card. She will distribute the Damage among her Characters.
3. Now she will discard 1 card to take 2 Resources, as its cost was 2. She will use these 2 Resources to play the *Ladar* Item, placing a Resource token to denote its uses.
4. She will spend her last Resource to move to "Zalcor moon" and try to deal with the two Story cards.

The diagram illustrates a game board with the following components:

- Story Row:** A row of Story cards. From left to right: 'Tenebris Intervention' (Event, Tenebris), 'Explore the surface' (Event, Aquarians), and 'Dustflew' (Enemy, Danger). A 'Story' card is shown as a placeholder.
- Sectors:**
  - Zalcor moon:** Mission, Tenebris. Activation: Discard 2 cards. Defeated: 1 Influence.
  - Nerath planet:** Enter: heal 1. Spend 2 Resources, +2 per Story card here, to gain 1 Influence. You can't draw cards.
  - Gorath planet:** Enter: spend 2 Resources to exhaust a Story card here. Test: 1 Influence, +2 per Story card here. Success: gain 1 Influence. You can't play Items. All Enemies here have +1.
  - Zalcor moon (bottom):** End of round: spend 3 Resources to add a token to your 'Terraform' card. Enter: Scout. Test: 1 Influence, +2 per Story card here. Success: gain 1 Influence. You can't leave this Sector.
- Characters:**
  - Zane:** Gunner. Resources: 3. (Callout 3)
  - Evaadne Graves:** Captain. Ready another Character. All Talents give you a +1 on a stat of your choice.
  - Zane:** Engineer. Repair 1 from your Spaceship. All of your Characters have +1.
- Items:**
  - Ladar:** Item, Weapon. +2. -1.
  - Shapeshifter:** Enemy, Tenebris. Hidden. Take 3 to Reveal. Activation: Remove a played hero. Defeated: Heal 2.
- Other Cards:**
  - Terraform:** Personal. Success: Contain the big predators. Fail: take 3. Personal. Success: Increase oxygen production. Fail: Lose 3 Resources. Personal. Success: Find optimal settlements spots. Fail: discard 2 story cards from the deck.
  - Hero:** A separate card shown in a box on the left.

Numbered callouts (1-4) indicate the sequence of actions described in the text:

1. Adding Story cards to the Story row.
2. Playing the 'Hidden Shapeshifter' card.
3. Discarding a card to gain Resources.
4. Moving to the 'Zalcor moon' sector.



5. She will now perform a test, exhausting *Zara* to try to *Explore the moon*. She will firstly spend 1 use from her Item to reduce the difficulty by 2. She will also play this Talent, adding 4 more 🧠 (2 from the Talent, +1 because *Zara* is an Engineer, +1 from the ability of her Captain). Her total is 8 🧠 against 4 🧠.
6. She draws a Fate card as a final step to the test, and it's *Doppelgänger*! Unfortunately she has to draw an additional Fate card, because of the lost Event *Tenebris Intervention*. She draws another -3, so her total is 4 🧠. She succeeds, so she will add another Progress to the Mission, completing it.
7. The Mission is removed, and Joan as a reward will ready *Zara*! Now she would like to defeat *Dustclaw*, using her Captain. She will exhaust him and also play this Talent, to increase her total to 8 🧠 (4 from her Captain, +2 from his Item, +2 from the Talent.), against 5 🧠. This Enemy has also Danger, so Joan will immediately add a Damage to her Captain.
8. She draws a Fate card, and it's a -2! She succeeds, so *Dustclaw* is also removed. She has now completed 3 Story cards from "Zalcor moon"! As a reward from *Dustclaw* Joan will Scout. She will immediately draw 3 Story cards and return them to the deck in any order she wants.
9. As a last main action, she will use the exhaust ability of *Zara*, to repair 1 Damage from her Spacship, as it was close to being destroyed!
10. All of her Characters are now exhausted and she doesn't want to perform any other free actions, so she will pass for the round. Now, all leftover Story cards are activated. Unfortunately, the *Explore the surface* Event is lost and moved above the Fate deck. The *Shapeshifter* Enemy doesn't affect anyone.
11. She will now ready all of her Characters, draw 2 Hero cards and start a new round.



## The Races



### *The Zyrax Technocracy*

*A highly advanced society governed by a collective of ancient, telepathic beings known as the Hive Elders. The Zyrax Technocracy operates on principles of harmony and enlightenment, with a focus on technological innovation and spiritual growth. Citizens are granted equal access to education, healthcare, and resources through a network of AI-managed systems. However, dissent is swiftly quelled through mind-control techniques, leading to an outward appearance of unity, but underlying tensions among the populace.*

### *The Tenebris*

*A mysterious and enigmatic race of shadowy beings, the Tenebris are native to a dark and secluded star system. Their government operates as a secretive oligarchy ruled by a council of politicians known as the Shade Lords. Utilizing advanced cloaking technology and manipulation tactics, the Tenebris have mastered the art of stealth and espionage, making them formidable adversaries in galactic politics. Despite their reclusive nature, the Shade Lords occasionally brokers alliances with other races, often for mutual benefit or to further their own inscrutable agendas.*



### *The Aquarian Directorate*

*Inhabiting a vast ocean world teeming with biodiversity, the Aquarians are a highly adaptable and amphibious species known for their expertise in marine biology and aquaculture. The Directorate governs their society through a meritocratic system based on scientific achievement and ecological stewardship. With a deep reverence for the ocean and its inhabitants, the Aquarians prioritize sustainability and conservation in all aspects of their civilization. However, their peaceful demeanor belies a fierce determination to defend their home planet from exploitation or colonization by outside forces, leading to occasional conflicts with more expansionist civilizations.*



## Glossary

- “Scouting pod” scenario 5: Remove any tokens on the card before returning it.
- “Rp-583 mark III” scenario 7: Any amount of Damage to your Characters or Spaceship must first be assigned to this card. Any excess Damage is then distributed normally.
- “Nerath planet” Sector card: (bottom Influence) Follow the normal procedure of removing Story cards.
- “Zalcor moon” Sector: (top Influence) This is instead of taking the test.
- “Qorath planet” Sector card: All “Enter” abilities can be used multiple times during a round, as long as you move to the Sector each time.
- “Wounded” fate card: Talents are considered to have 0 Resource cost.
- “Dustclaw” Enemy story card: For example, if you draw a “-2” take 2 Damage. If you draw “0” or a positive number you take no Damage at all. Lost Event cards affect this draw as well.
- “Befriend the Marines” Event card: exile means remove from the game. It doesn’t count anymore toward your objective.
- “Starhammer” Spaceship : Non-empty means a Sector with at least one Story card on it.
- “Globry” Character: you can immediately use the Talent taken.
- “Curiosity” Talent: You must still follow the normal rules for placing a 3rd Story card to a Sector.
- “Asher Winterbourne” Captain: For example, if you fail at a test by 3 points, you will receive 3 Resources.
- “Lavanda” Spaceship: Negative Influence is the bottom two boxes.
- “Neural Disruptor Pistol” Item: Any played Talents or used Items are still active for the follow up test as well.
- “Bio-Enhancement Injector” Item: this means that you can have two Items played on a Character.