

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 Invasion

The EAS-4639j is a beautifully complex system. Of course no one calls it that, as it is widely known as "The Neutral Zone". A haven for all races, The Neutral Zone has always been a melting pot of refugees, runaways, criminals and more. At the same time its a hotly contested system between the military forces of the universe due to its strategic placement and proximity to a plethora of natural resources. Until now it has remained free, as each sector self governs and is responsible for its economy, but now the ever expanding Vorn Hegemony has set its many eyes to this haven. Thinking it will be defenceless, they decided to attack The Neutral Zone and claim it for their Queens. Being smart little bugs, they teamed up with some of the Vex'lar clans, promising them a few of the conquered territories. The Vex'lar are truly ruthless but the Vorn didn't stop there. They also hired Freebooter mercenaries to ensure their swift and complete victory. Obviously the Freebooters would have joined the fray just for the thrill of it, but the enormous amounts of credits the Vorn promised them motivated them even more. And this is where we enter the story. We were unlucky enough to be the closest spaceships to The Neutral Zone, and orders came from the top brass of the USF that the system must remain free. We obviously can't defend against such a coordinated attack, so our mission is to protect the sectors until the cavalry arrives. If we fail, our forces will find three settled armies on the region, making it impossible to liberate it. It will forever be lost to the Vorn Hegemony, suddenly making them the strongest force on the known universe...

Objective

Protect the Sectors! If a Sector has no Defence left, it is lost. If all Sectors are lost you will lose the objective. The objective will be successful if at the beginning of a round the Story deck have been depleted, and at least 1 Sector has survived.

Components

— 3 Captains cards



Stats → [5, 5, 3]
 Life → 4
 Main ability → [Exhaust ability: draw 2 cards]
 Set (three colors)
 Type → Captain

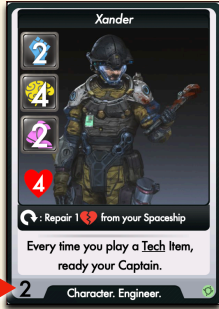
— 3 Spaceships cards



Life → 5
 Main ability → [After you move, you may spend 3 Resources to ready your Captain.]


— 54 Hero cards

18 Characters



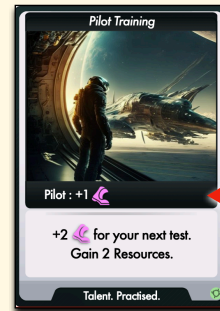
Cost → 2
 Main ability → [Repair 1 from your Spaceship]
 Character: Engineer

18 Items



Reduction
 Main ability → [Gunner: play this for free]
 Item: Tech

18 Talents



Bonus
 Main ability → [+2 for your next test. Gain 2 Resources.]
 Talent: Practised

— 36 Story cards

12 Enemies



Sector → [Sector symbol]
 Test → [Test symbol]
 Passive ability → [Alert]
 Depleted ability → [Activation: Invade. Each Spaceship takes 2]
 Type → Enemy: Freebooter
 Activation ability

12 Missions



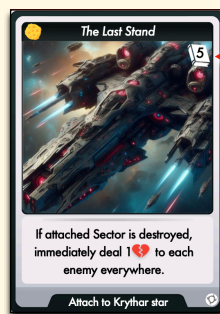
Progress required
 Mission: Vorn
 Elusive
 Defeated: 4

12 Events



Fate ability
 Event: Freebooter
 Activation: this Event is lost. Place it above the Fate deck.
 If you lose, discard 2 cards.

— 3 Scenario cards



Scenario symbol
 Main ability → [If attached Sector is destroyed, immediately deal 1 to each enemy everywhere.]
 Attach to Krythar star

— 4 Sector cards




Defence → 5
 Influence track
 Test → [Test: 1 +2 per Story card here. Success: gain 1 Influence]
 Ability → [3rd Story card here: Invade on an adjacent Sector as well.]

— 14 Fate cards

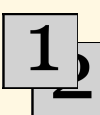


Stat modifier → -2
 Race symbol

— 20 Damage tokens



— 20 Resource tokens



Player decks

1. Choose a Captain and a Spaceship.
2. Shuffle all 54 Hero cards into a general deck. Draw 6 Hero cards from the deck and make three piles of 2 cards each, face up.

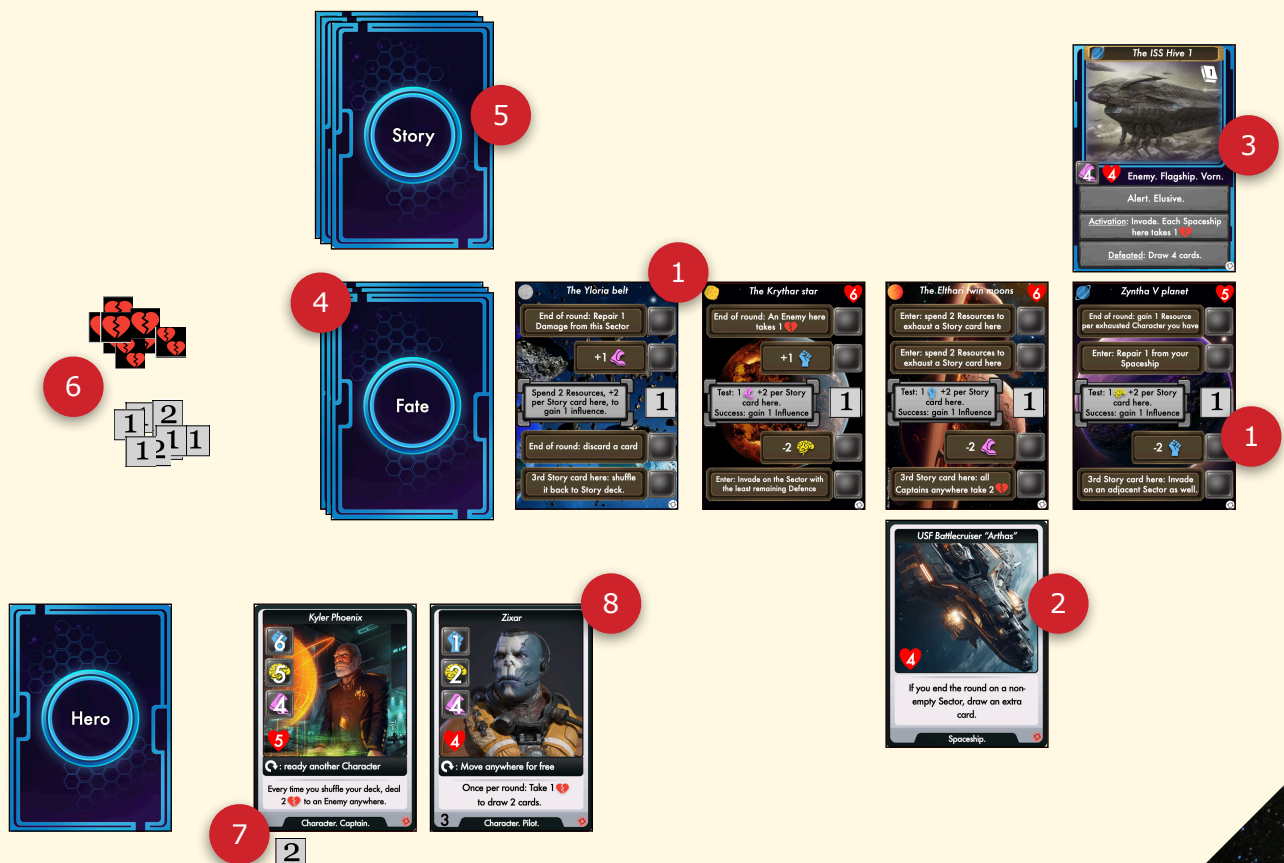
- Solo: Take and add a pile to your deck, discarding the other two piles.
- 2 Players: Each player takes and adds a pile to their deck. Discard the leftover pile. Players can freely discuss their strategies.

3. Continue until all cards from the general deck have been drafted. Each player's deck should have 18 cards.

Alternatively, you can use one of the pre-constructed sets, with the green, red or yellow dots on the bottom right corner.

Setup

1. Set all 4 Sectors in the middle of the table, on the desired side. Please note that you can't flip them over during the game. Place 1 Resource token on the middle spot of the Influence track.
2. Place your Spaceship underneath a chosen Sector.
3. Choose one of the Enemy Flagships (1, 2, 3) and place it above the corresponding Sector. Return the other two to the game box. For a medium game place a second Enemy Flagship, and for a hard game place all three.
4. Choose a difficulty and remove from the game the corresponding Fate cards. Then, shuffle the rest into a deck and set it next to the Sectors.
 - Easy: remove the "-4" and the "-2" Fate card
 - Normal: remove the "-4" and the "+1" Fate card
 - Hard: remove the "0" and the "+1" Fate card
5. Shuffle the Story cards into a face down deck and place it above the Fate deck. If playing solo, remove from the game 12 cards at random.
6. Set the Damage and Resource tokens aside in separate piles.
7. Place your Captain in front of you and take 2 Resources.
8. Shuffle your deck, and discard cards until a Character is discarded. Place that Character next to your Captain. Then, shuffle your deck again and draw 2 Hero cards to start the game.



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 that card, lose 1 Influence on that Sector and the Sector takes 1 Damage** (place 1 Damage token from the token pool). If a Sector's Damage is ever equal to or higher to its Defence value, the Sector is lost. Rotate the card 90° and place its Influence on the bottom box (least Influence). Its Influence can never be regained. If all Sectors are lost, you immediately lose the game. 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 remove it from the game. 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.

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

- **Flagship:** This Enemy cannot be discarded or removed from the game. It can be defeated only from accumulated Damage.
- **Invade:** Deal 1 Damage to the Sector, even if no player's Spaceship is in that Sector.
- **Alert:** If you fail at this test, immediately activate this card.
- **Elusive:** as an additional cost for you to test this card, you must spend 1 Resource.
- : 1 Damage

Game End

If at the beginning of a round the Story deck have been depleted, and at least 1 Sector has survived you win the game! Congratulations, you reached the Objective and the USF command will be extremely pleased! But if all Sectors have been lost, 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 "Yloria belt" and one on the "Krythar" star. Unfortunately, it's the 3rd Story card on "Krythar" star, so it is immediately removed. Then, 1 Influence is lost and 1 Damage is added to the Sector.
2. She will now take her actions. She really wants to finish off "The Inevitable" Enemy as it will Invade twice if left alive again.
3. So as a free action she will exhaust the "Predictive AI Node" to draw a card, removing one use from it.
4. Then, she will discard this Character to gain 2 Resources, as its cost is 2. She will use the 2 Resources to play the "Kieran" Character.
5. As another free action, she will activate the ability of "Zixar", giving him another Damage to draw 2 cards. Because her deck is now depleted, she will also activate the ability of her Captain, giving 2 Damage to the Vorm Flagship.
6. She will now perform a test, as a main action, trying to "Activate the Sentinel" thought this Mission. She will commit two Characters, "Kieran" and "Zixar". Her total in is 7: 5 from "Kieran", 2 from "Zixar", 2 from the Item played on "Zixar" and -2 from the "Krythar star". She would like to take advantage of the ability on "Kieran", so she will also play this Talent, gaining +3 .

The diagram illustrates the game state during a round. It shows the Story and Fate decks, various Sectors, Characters, and Items. Blue circles with numbers 1-6 indicate the sequence of actions described in the text. A red heart icon with a cross indicates damage. A gold coin icon indicates resources. A blue arrow indicates a test action.



7. Because the Mission has the keyword *Elusive*, Joan must also spend 1 Resource in order to be able to perform the test.

8. With a total of 10 against 5 , she will draw a Fate card. It's a "Survival of the Fittest" Freebooter card, meaning it will gain an extra penalty from a previously lost Event. So her stat becomes 7, and fortunately is still enough to add a Progress to the Mission and activate her Character's ability to draw 1 card as well. The Mission is complete and is removed from the game.

9. As a second main action she will now deal with the "The Inevitable" Enemy, committing her Captain to the test. From the ability of "Activate the Sentinel" Mission, the test has -2 Difficulty so Joan has 6 against 3 . She doesn't want to play any Talents, so she will draw a Fate card. It's a -3.

10. She wins the test, adding a Damage to the Enemy and defeating him. As a reward she takes "The Last Stand" scenario card, and adds it for free to the "Krythar star".

11. Finally, she will spend her last Resource to move once, to "The Yloria belt", in order to take advantage of her Spaceship's ability.

12. All of her Characters are 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, so "The ISS Hive 1" will add another Damage to the "Zyntha V planet". "The Destroyer" will add 1 Damage to the "Yloria belt" and to Joan's Spaceship.

13. She will now ready all of her Characters, draw 2 Hero cards plus 1 from her Spaceship, and start a new round.

The Races



The Vorn Hegemony

A collective of insectoid warriors bound by a hive mind consciousness, the Vorn are driven by a relentless desire for dominance and conquest. Governed by a caste of warrior queens and their attendant drones, the Hegemony operates as a ruthless military dictatorship, with individuality subsumed by the will of the collective. Vorn society is characterized by strict hierarchical structures and a fanatical devotion to their queen and the hive. Their military forces are vast and relentless, overwhelming enemy defenses through sheer numbers and coordinated tactics. Despite their aggressive expansionism, the Vorn are not without honor, respecting strength and valor in their adversaries while ruthlessly crushing any resistance to their rule.



The Clans of Vex'lar

Comprising a diverse array of tribal factions and warrior clans, the Vex'lars are governed by a council of clan leaders who convene to make decisions affecting the collective interests of their species. Each clan retains autonomy over its own territory and resources, with disputes settled through diplomacy, negotiation, or, if necessary, trial by combat. The Vex'lar society is characterized by a fierce sense of loyalty to one's clan and a strict code of honor and tradition passed down through generations. Despite occasional conflicts and rivalries among clans, they remain united by a common identity and a shared history of survival and adaptation.



The Freebooters

A loose human and alien alliance of independent colonies and space stations operating outside the jurisdiction of any central government. The Freebooters are a motley crew of pirates, smugglers, mercenaries, and outcasts who reject the authority of the major factions and carve out their own lawless territories in the far reaches of space. Governed by a code of survival of the fittest and mightiest, the Freebooters are a dangerous and unpredictable force in the galaxy, preying on unsuspecting travelers and competing races alike.

Glossary

- "The Exterminator" scenario card 2: the Influence will be lost even if the Sector doesn't have any player's Spaceship.
- "The Last Stand" scenario card 4: you can use this ability the first time the Sector is destroyed
- "The Last Stand" scenario card 7: find the Fate card either on the discard pile or the deck and remove it from the game.
- "Korr Vanta" scenario card 8: the boost is valid only for your next test.
- "Threx Draven" scenario card 9: you can't take more Damage than your Life total.
- "The Yloria belt" Sector card: The "3rd Story card" effect is in addition to all other "3rd Story card" effects.
- "The Elthari twin moons" Sector card: All "Enter" abilities can be used multiple times during a round, as long as you move to the Sector each time.
- "Zyntha V planet" Sector card: If there are multiple adjacent Sectors, you choose which one.
- "Vorn Marine" Enemy story card: For example, if your draw -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.
- "Ancient city" Event story card: no matter the outcome of the test, after its conclusion, your Sector takes 1 Damage.
- "Invasion" Event story card: immediately draw another Fate card and add their numbers.
- "Flying Helmet" Item hero card: ignore all numbers and effects from the drawn Fate cards.
- "Antimatter Annihilator" Item hero card: The chosen Fate card must be used for the next test.
- "Thorne Shadow" Captain hero card: You can't discard Talents for Resources.
- "Taser" Item hero card: An exhausted Story card isn't activated during the round and its Passive ability is ignored. Ready it at the end of the round.
- "Risk Assessment" Talent hero card: follow the normal rules for a 3rd Story card placed here.
- "Kyler Phoenix" Character Captain card: you shuffle your deck only when it is depleted.
- "Fusion Energy Converter" Item hero card: you must be able to remove a Damage from an Enemy to gain the bonus of this card.