



Future Invaders

Game Rules

Players: 2-6

Playtime:
10-30 minutes (2 players),
30-60 minutes (3+ players)

Recommended age: 10+

Game Overview

Future Invaders is a turn-based card game where players face off in an intergalactic conflict taking place in our future Solar System.

Each player commands a **base**. You must defend your own using ships, structures, and an arsenal of tactical maneuvers, while seeking to destroy the bases of your opponents.

Ships and structures are deployed onto a grid, from which they can attack or protect bases.

The **primary objective** is to destroy all enemy bases, until only your base remains.

For official rulings, additional content, and community links, visit the game's website: futureinvaders.com



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Required Items

Each player needs:

1. At least **40 cards**
2. **Three tracker cards** (1 for base durability, 2 for resources)
3. Up to **6 pawns**, tokens, or dice to place on the tracker cards
4. Enough **dice** to track the durability of up to **8** different cards, with values reaching up to 30

Core Concepts

Each player controls their own unique **arsenal**: a pile of at least 40 cards, kept face down beside them throughout the game.

During play, you draw cards from your arsenal into your **hand**, where you hold them until you are ready to use them. There is no maximum hand size.

The contents of your hand must remain hidden. Intentionally looking at another player's hand is considered foul play and is grounds for elimination.

Your primary objective is to protect your **base** while destroying the bases of your opponents. At the start of each game, every base begins with **30 durability**. Some cards can repair your base, but its durability can never exceed its initial value of 30.

Use a tracker card to record your base's current durability. If your base's durability is reduced to **zero or less**, your base is destroyed and you lose the game.

Factions

There are **four main factions** in Future Invaders.

Each faction has its own identity and produces a unique resource that only it can use.

You may include cards from any number of factions in your arsenal, but you cannot use the resources of one faction to pay the costs of another.



Terrans are humans from Earth, and produce oil.



Invaders are advanced aliens, and produce technology.



Organics are plant-like aliens, and produce essence.



Pirates are renegade humans, and produce scrap.

Neutrals

Some cards are **Neutral**: they do not belong to any of the four main factions.

Any resource can be used to pay Neutral costs. As Neutrals control trade in the Solar System, they accept payment from all factions.

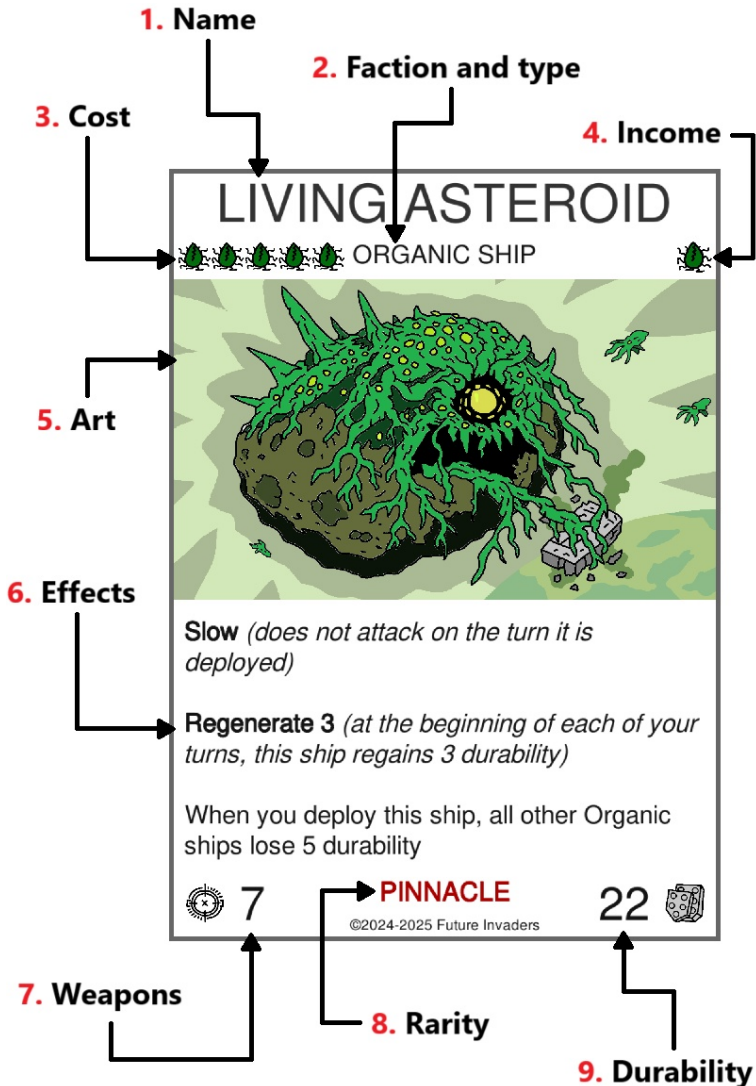


Neutrals themselves produce credits, which can only be used to pay Neutral costs. Other factions do not accept Neutral credits as payment.

Anatomy of a Card

All cards share the same layout.

The next page (p.7) explains the meaning of each element.



Card Elements

(1) Name : Shown at the top center. Does not affect gameplay.

(2) Faction and Type : Shown below the name. Indicates which faction the card belongs to and how it can be used.

(3) Cost : Shown at the top left. Shows the amount of resources that must be spent in order to play that card. Some cards have no cost and can be played for free.

(4) Income : Shown at the top right. Only ships and structures can generate income.

(5) Artwork : Fills the upper half of the card. Purely visual, does not affect gameplay.

(6) Effects : Found below the artwork. Effects describe what the card does when played or while in play. Card effects always override the general rules of the game, and may modify them.

(7) Weapons : Shown at the bottom left. Weapons indicate a ship's attack power. Other card types do not have weapons.

(8) Rarity : Shown at the bottom center. Some cards have a rarity indicator, such as the Living Asteroid, which is classified as a pinnacle card. Rare cards are more powerful than regular ones, but you may only include a limited number of them in your arsenal.

(9) Durability : Shown at the bottom right. Represents how much damage a card can withstand before being destroyed. Only ships and structures have durability.

Card Types

Ships are used in battle to attack opponents while protecting your base. Most ships generate income.

Structures are used defensively to protect your base. Most structures also generate income.

Actions are single-use cards that alter the state of the game.

They may be played at any time, even during an opponent's turn. When an action is played, the game pauses until its effects are resolved, after which it is placed at the bottom of its owner's arsenal.

You cannot play an action in direct response to another, as long as the game is paused. Once the action has finished resolving, play resumes normally. If the action created a lasting effect (such as "until end of turn"), the game resumes and that effect remains active.

Reactions are single-use cards that can only be played in response to specific events, which are described on the card. Like actions, the game is paused while a reaction resolves, after which the card is placed at the bottom of its owner's arsenal.

When a reaction is played in response to a game event, a **chain reaction** begins. The original event can no longer be reacted to, but new reactions may respond to the most recent reaction in the chain.

Players take turns adding reactions to the chain, each responding to the latest one. Once no further reactions are added, the chain reaction is resolved in reverse order: from the most recent reaction back to the original event.

Resources

You play cards by subtracting their cost from your available resources. Cards with no cost are free to play.

Once in play, some ships and structures generate income. They are your primary source of resources.

If you have resources left at the end of your turn, you keep them until your next turn. These stored resources allow you to play actions and reactions during your opponents' turns.

At the start of each of your turns, your resources reset: any remaining resources are lost. You then count the income generated by your ships and structures in play, which becomes your new pool of resources until your next turn.

Scrap Pile

When your ships and structures are destroyed, they are sent to your **scrap pile**: a pile of face-up cards next to your arsenal. Only cards with income go to the scrap pile, cards without income are placed at the bottom of your arsenal instead. Cards in the scrap pile are no longer in play: they generate no income and have no effects.

At any time, you may **recycle** a card from your scrap pile: add its income to your available resources, then place it at the bottom of your arsenal.

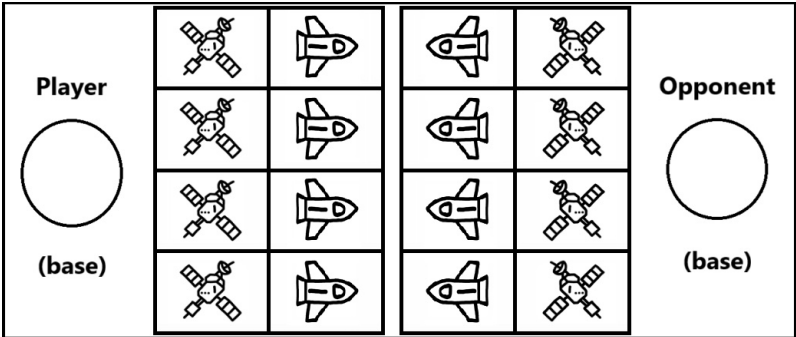
You may recycle cards even while the game is paused. This allows you to pay for reactions by recycling cards if you do not have enough available resources to afford reactions.

Game Grid and Deployment

During your turn, you may **deploy** ships and structures from your hand, as long as you can pay their cost.

Cards are deployed onto a **4 × 2 grid** in front of you, facing an identical grid belonging to your opponent. There is no physical board: the grid only exists through the placement of the cards you deploy.

Structures are deployed in the back row, and ships in the front row. When deploying a card, choose a slot in the correct row on your side of the grid. You may not have more than four ships and four structures deployed at the same time.



Replacements

You may also deploy a ship or structure into a slot that is already occupied on your side of the grid.

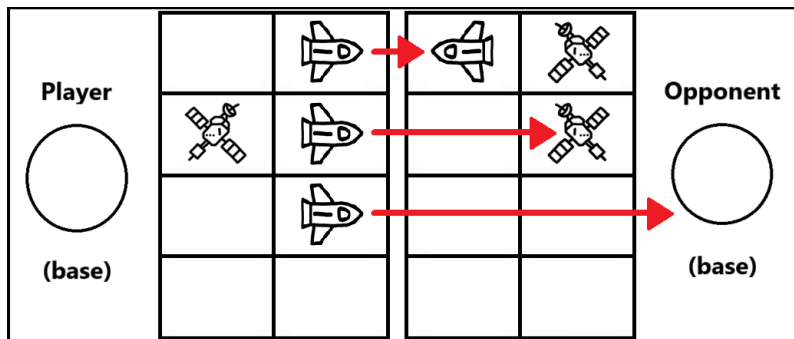
In this case, the existing card is **replaced**. It is not destroyed and does not enter the scrap pile, instead, it is placed at the bottom of your arsenal.

Combat

On each of your turns, all of your deployed ships must **attack**. You choose the order in which they attack.

A ship attacks the first element facing it on the grid, reducing its durability by an amount equal to the ship's weapons value :

- If there is a ship in front, that ship loses durability.
- If there is no ship but there is a structure, that structure loses durability.
- If there is neither a ship nor a structure, the base facing the ship loses durability.



The defending player updates the durability of their ships, structures, and base. Dice are used to track the remaining durability of individual ships and structures.

Ships and structures enter play with the durability shown on their card. When their durability is reduced to zero or less, they are **destroyed** and sent to their owner's scrap pile.

Ships and structures can be repaired, but their durability can never exceed the value printed on their card.

Turn structure

Each turn follows the same sequence:

Step 1. Reset

Set any leftover resources to zero.

Step 2. Income

Determine your available resources by adding the income from all your currently deployed ships and structures.

Step 3. Draw

Draw one card from the top of your arsenal.

Step 4. Choice

Choose one of the following options:

4a. Deploy any number of ships and structures from your hand onto your grid.

4b. Draw a second card. You cannot deploy ships or structures this turn.

4c. Discard one card from your hand into your scrap pile. You cannot deploy ships or structures this turn.

Step 5. Combat

Each of your ships must attack in front of it. You choose the order in which your ships attack.

Step 6. End

After all your ships have attacked, your turn ends. The player to your right now begins their turn.

First turn

The first turn of a new game follows this sequence:

Step 1. Setup

All players shuffle their arsenal, then use tracker cards to set their base durability to **30** and their available resources to **0**.

Step 2. Draw

Each player draws **6 cards** from the top of their arsenal.

Step 3. Redraw (optional)

Any player unsatisfied with their starting hand may reveal it, place it at the bottom of their arsenal, and draw 6 new cards. This step may be repeated once (for a maximum of two redraws).

Step 4. Synchronize

Wait until all players have completed the previous steps.

Step 5. Initiative

Roll dice to determine who plays first.

Step 6. Play

The first player begins playing their first turn, following the **Turn Structure** sequence from the previous page, with one exception:

First combat

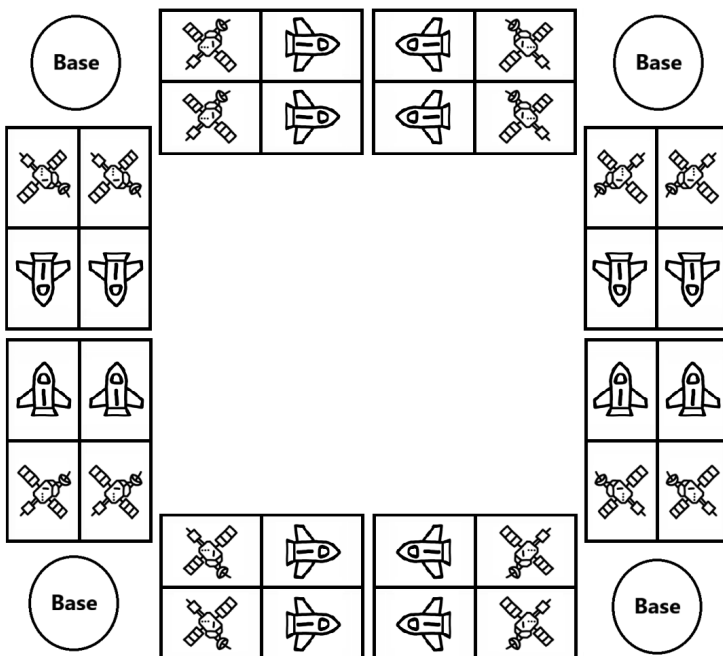
Playing first offers a slight advantage. To offset this, during the very first turn of the game, only the last player in turn order may attack their opponents. All other players skip combat.

Multiplayer

In games with more than two players, your 4×2 grid is divided into **two 2×2 half-grids**. Each half-grid faces your nearest opponents: one to your left and one to your right.

When players are eliminated, reconfigure your grid by moving your ships and structures so they always face the nearest remaining players on your left and right.

The left half of your grid attacks and defends against the nearest player to your left, while the right half does the same to your right.



Alliances and betrayals are encouraged. Keep in mind that your ships must attack every turn, even if they are facing an ally.

Priority

When two or more players want to play an action at the same time, or when multiple players want to react to the same event, only one may do so: the player with **priority**.

Priority follows turn order, starting with the next player and ending with the one who just played. The active player always has the lowest priority.

In two-player games, if both players react to the same event, the player taking their turn is always lowest in priority. The other player is therefore the one who gets to resolve their reaction.

Deployed Actions and Reactions

Some ships and structures have actions or reactions listed in their effect text.

These function like regular action or reaction cards, except the ship or structure must be deployed on the grid before they can be used.

Some deployed actions or reactions have a cost listed before their effect, which must be paid each time you activate them.

Failures

Some card effects may state that an event **fails**. When this happens, the event does not occur. Any resources spent on the failed event are not refunded. If a ship or structure fails to deploy, it is neither deployed nor destroyed: instead, it is sent directly to its owner's scrap pile.

Arsenal Building

Each player must have an arsenal of at least **40 cards**.

Arsenals have a maximum size of **100 cards**, and may include cards from any number of factions.

You may not include more than **two copies** of any given card in your arsenal.

If a card has a rarity indicator, such as "pinnacle" or "supreme", you may only include **one copy** of that card.

Game Series

Competitive players may wish to play multiple duels in a row, testing the strength of their arsenals over a series of games.

Between games in a series, the losing player may add, remove, or swap up to **10 cards** in their arsenal for other cards from their collection, while still following the arsenal building rules.

Formats

The format described in this rulebook is the standard **prepared** game format, where players build their arsenal beforehand.

Other formats, such as the **architect draft**, are detailed on the game's website. You are also free to create your own formats and adapt the game to your imagination.

Game End

When your base's durability falls to zero or below, you lose and are eliminated from the game. You may also concede at any time, in which case your base is destroyed and you are eliminated.

If you must draw a card but your arsenal is empty, your base is destroyed and you are eliminated.

The last base standing wins the game. If all remaining bases are destroyed simultaneously, the game ends in a draw, with no winner.

Visual Clarity

During a game, make sure all elements of your board state are visible to your opponents, including your available resources, your base's durability, the number of cards in your hand, and the contents of your scrap pile.

When you play an action or reaction, keep the card visible to all players until its effect has fully resolved.

Fair Play

Help new players understand the rules, and clearly explain the effects of the cards you play when facing them.

Everyone makes mistakes. When issues arise, discuss and resolve them constructively rather than letting the situation escalate.

Overlapping Effects

If multiple effects apply to the same element, that element's owner chooses the order in which they apply.

For example, if one of your ships is affected by three different effects: one doubling its weapons, one subtracting 1 from its weapons, and one adding 3 to its weapons, you decide the order in which they are applied.

In this case, the optimal order would be to apply -1 , then $+3$, and finally double the weapons.

Simultaneous Effects

When you must resolve multiple effects at the same time, you choose the order in which to process them.

For example, if you are instructed to place three cards at the bottom of your arsenal, you decide the order in which they are placed.

Turn Start Actions

At the start of each of your turns, if you have leftover resources, you may spend them on actions before resetting your resources.

Glossary

Chain reaction : A series of reactions triggered by a game event.

Deploy : Pay the cost of a ship or structure, then place it on your side of the grid.

Destroy : A ship or structure is destroyed when its durability reaches zero or less, at which point it is sent to your scrap pile.

Durability : The toughness of a ship, structure, or base.

Draw : Take the top card of your arsenal and place it in your hand.

Effect : The text written on a card.

Event : Anything that can happen during a game, from deploying a ship to using an action.

Grid : The play area where ships and structures are deployed.

Neutral : Any resource can be used to pay for a neutral cost, but neutral resources can only be used to pay neutral costs.

Recycle : Place a card from your scrap pile at the bottom of your arsenal, in order to gain resources equal to its income.

Replace : Pay a ship or structure's cost, then place it on an occupied grid slot, placing the replaced card at the bottom of your arsenal.

Reveal : Show a card to all opponents.

Scrap pile : A face-up pile of destroyed ships and structures, kept next to your arsenal.

Weapons : A ship's attack power.

Rulings

If you are unsure how to handle a situation, check the **rulings** section of the game's website at futureinvaders.com.

Card effects override the game's rules: when a card effect conflicts with the rules, the card effect takes precedence.

If no answer is found in the rules or rulings, apply the simplest solution: whichever answer makes the most sense and alters the core rules the least.

Community help

When faced with a complex situation or an unclear ruling, the best option is often to ask the community for help. You can find us on IRC, Discord, or social media through links at futureinvaders.com.

Credits

Future Invaders, including its mechanics, rules, cards, and artwork, was designed and created by Éric Bisceglia, aka Bad.

Thanks to everyone who playtested the game and gave feedback.

Big thanks to everyone who believed in the game and pushed me to continue working on it through hard times.

Special thanks to Planeshift and XRL for their pedantic remarks.

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Visual Examples

Full game area during a duel (the entire grid is in use)

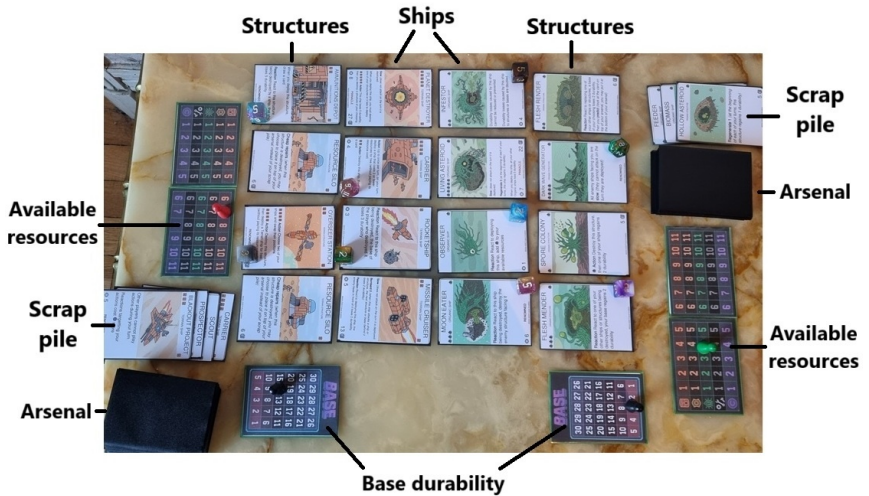


Table setup for a game with three players (entire grid in use)



Future Invaders Lore

The **Invaders** arrived in the Solar System.

In typical human fashion, we shot first and asked questions later.

It turned out to be a grave mistake. Not only because the Invaders easily defeated us with their advanced technology, but because once we finally made contact, they revealed themselves as refugees.

They had spent every resource reaching our system to warn us of a far greater threat already on its way.

And come for us it did. We called them the **Organics**, enormous biological beings, resembling Earth's vegetation, yet able to cross interstellar space without ships.

We first sighted them while the Invaders were still helping us rebuild from the disastrous war we had started.

Political chaos ensued.

As soon as war seemed inevitable, and wealth ripe for the taking, the richest humans and the leaders of Earth's armies fled the planet. Taking our best ships, weapons, and resources, they built stations and bases in the asteroid belt.

They declared themselves a faction apart from Earth.

We call them the **Pirates**.

When the Organics finally arrived, we were prepared. The Invaders had settled on Mars, while Earth, united under one banner, had assembled a mighty armada.

We named ourselves the **Terrans**.

To avoid repeating our earlier mistake, we attempted to open communication with the Organics. The process was long and difficult, but at last, we managed to convey our peaceful intentions.

To our surprise, they responded. For a brief moment, it seemed war could be avoided. But the Pirates chose that moment to strike. Seeking to reclaim the homeworld they had once fled, they unleashed nuclear warheads on the Organics, then turned their fleets toward Earth.

The Solar System descended into chaos, each faction blaming the others for the outbreak of war.

For decades, Terrans, Pirates, Invaders, and Organics have fought without end, with no victor emerging.

Now the factions splinter endlessly, forging alliances, breaking them, and betraying one another.

The ruthless seek to conquer bases and planets, while others still cling to the hope of peace. Some declare themselves **Neutrals**, profiting from the fruits of endless war.

Will we ever know peace again?

Or are we doomed to mutual destruction?



Have fun !

