

SPACE INFANTRY

RESURGENCE

CLARIFICATIONS AND CORRECTIONS



REVISION 1.1

SPACE INFANTRY RESURGENCE

CLARIFICATIONS AND CORRECTIONS

Change: Core Rule Book, Rule 4.2.1,

- When using Extended Dice rolls, roll both dice together and check for the appropriate conditions.

Correction: Core Rule Book, Rule 5.3, Paragraph 1,

- The rule reference in the first paragraph should be 14.4.1

Correction: Core Rule Book, Rule 5.3, Paragraph 1,

- When the paragraph instructs players to gather all the mission cards from S001 - S0014, this is a typo and should read S012.

Clarification: Core Rules, Special Nodes, 5.5.1

In some instances of play, such as the higher alert levels of difficulty, you may be required to use Special Nodes that are not present. In the event you do not have the needed amount, we included the two Blank Special Nodes. When a situation requires the use of an additional letter Special Node that you are not provided with, please substitute a Blank Node in. These are the equivalent of Multipurpose Counters and take the value assigned to them when substituted.

Correction: Core Rule Book, Rule 5.7, Paragraph 2,

- Do not roll a die to determine the back or front of the card.

Clarification: Core Rule Book, Rule 6.3.2, Paragraph 5,

This paragraph means that you don't count as having triggered an Event, and that you can still have an event on a 0 even if the Node already has an Event counter.

Correction: Core Rule Book, Rule 6.4, Paragraph 5,

- The reference to 4.2.1 and 4.2.2. should be 4.3.1 and 4.3.2

Addition: Core Rule Book, Rule 6.4, Last Paragraph,

- At the end of the this paragraph, please add "... and remove the multipurpose counter present on the Node. The event marker

represents the Node being previously Resolved."

Correction: Core Rule Book, Rule 7.1, Paragraph 1,

- The rule reference should be 4.7 rather than 4.3.

Clarification: Core Rule Book, Rule 7.3.1, Paragraph 1,

- When a Unit Attacks, it counts as targeting every enemy card present in the combat.

Clarification: Core Rule Book, Rule 7.5.7, Ambush,

- You may only gain ambush if you spend BOTH a CP and an Intel. This entry only covers the effects if you have ALREADY spent a CP as per 16.2.2 when using the optional rules for Orders.

Correction: Core Rule Book, Rule 7.5.7, Ambush, last paragraph,

- The paragraph should read: During an Ambush Combat Round, only units from the side that has gained Ambush may be activated. During the Remove Casualties Step of the Ambush Combat Round any Units or Enemies that have been assigned a **number of Wound counters equal to or greater than** their Hit Points are removed. Combat then proceeds normally.

Clarification: Core Rule Book, Rule 8.1, Scorpio,

The Scorpio is a Steel Bones Upgrade capable of being given to a Basic unit.

Clarification: Core Rule Book, AP vs A.P.

The letters AP without any periods refers to Action Points. The letters A.P. with periods refers to Armor Piercing.

***Example** is the Beast Masters Warbeast enemy unit card. The Special Attribute Fury states that it adds +1 AP to all melee skill checks per wound. This means it adds 1 to the dice roll.*

Addition: Optional Rules 16.8,

This optional rule should include the following:

- **Note:** *This means you must resolve the start Node before your squad can move onto it.*

SPACE INFANTRY RESURGENCE

CLARIFICATIONS AND CORRECTIONS

Clarification: Core Rule Book, Rule 17.4.3, Structure Points,

Normal wounds done to the Armored Building are cumulative, and are not removed between activations until they can be converted into A.V. wounds.

Clarification: Core Rule Book, Rule 22.7.2, Enemy Movement,

When two letters are present when rolling for enemy movement, these are two separate movements done one after the other. For example, LA means move left, and then Advance.

Clarification: Core Rule Book, Rule 22.7.4, Attack Resolution,

Command Point are generated at the start of this phase, and they can only be used for the support and Suppressive Fire.

Clarification: Cyber Behemoth Enemy Unit.

- This unit has both structure and normal HP. Each Structure Point icon counts as an Armor icon. You may assign normal Wounds to the Behemoth, but its armor functions at 3+ due to the Bulwark attribute.

Clarification: Cuthonian Race Sheet, C on the Range Table.

- If you are not on a Hive tile when this is rolled it has no effect and the range does not change..

Addition: Encounter Card HOT DROP

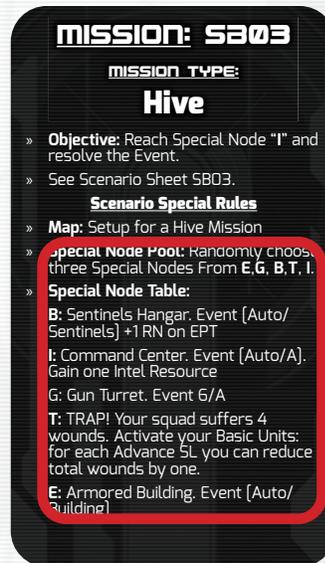
- The third bullet on this card should end with "if using rule 16.8. If not, then add 1 Event Counter"

Addition: Encounter Card DROPSHIP DAMAGE

- The third bullet on this card should end with "if using rule 16.8. If not, then add 1 to your next event check string"

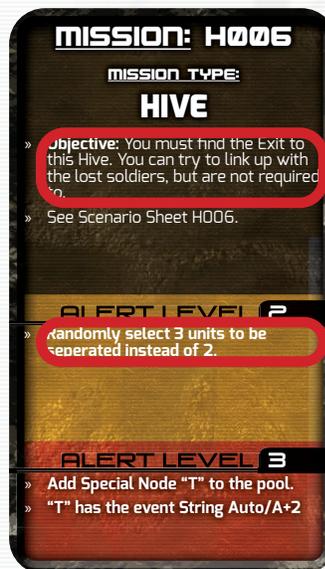
Correction: Mission Card SB03,

- Special Scenario Instructions are in error, use the special scenario rules present on Mission Sheet SB03



Correction: Mission Card H006,

- The **Objective** and **Alert Level 2** text are in error. The Objective should read: Locate and resolve the Event on Node "I".
- The **Alert Level 2** text should read: add 2 to the RN when rolling the EPT for any Class "A"Event .

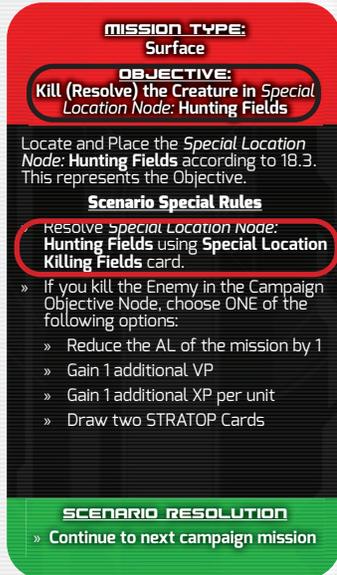


SPACE INFANTRY RESURGENCE

CLARIFICATIONS AND CORRECTIONS

Correction: Special Scenario Card FE06

- All instances of "Special Location Node: Hunting Fields" should read "Special Location Node: Recon Area".
- All instances of "Special Location Card: Killing Fields" should read "Special Location Card: Hunting Fields".



Correction: Map WT02, Mission Briefing,

- The Mission should include Special Rule: Mission 14 Nodes: Use the Underground Node Deck to populate these spaces and roll an RN: 0-4 Use AL 1 Nodes, 5-6 Use AL 2 Nodes, 7+, Use AL 3 Nodes.

Clarification: Mission Map S018

- Mission Map S018 uses the UT01 mission Nodes to populate the Mission 18 Node Spaces.

Correction: Orders Quick Reference Sheet: RUN! order

- "...Increases" should read as "...decreases"

Correction: Space Infantry Resurgence Box, Component List: Enemy Race Cards

- This entry should read 17x Enemy Race and Boss Cards

Correction: War Theater Mission Node "WT02 109"

- The AL in the upper right hand corner is in error. The AL should read 1-3



Correction: Underground Node "Underground 38"

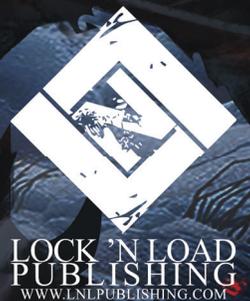
- The AL in the upper right hand corner is in error. The AL should read 1-3

SPACE INFANTRY

RESURGENCE



Component List



SPACE INFANTRY RESURGENCE

COMPONENTS LIST

15x 5.5" x 8.5" SINGLE SIDED Enemy Race Sheets

This number includes the Mercenary Enemy Race Sheet which is missing in some games.



12x 2.75" x 4.75" Basic Mission Selection Cards S001 - S012



2x 5.5" x 8.5" SINGLE SIDED Enemy Boss Sheets



8x 2.75" x 4.75" Hive Mission Selection Cards H001 - H008



12x 6" x 6" DOUBLE SIDED Hive Tiles



SPACE INFANTRY RESURGENCE

COMPONENTS LIST

4x 2.75" x 4.75" Steel Bones Mission Selection Cards SB01 - SB04

MISSION: SB01

MISSION TYPE:
SURFACE

- » **Objective:** Reach Special Node "I" and resolve the Event.
- » **Scenario Special Rules**
- » **Map:** Use Map 5007. Disregard any and all Map Sheet text. The following SSRs override any printed rules on that sheet, as well as the objective.
- » **Special Node Pool:** Randomly choose two Special Nodes From E,G,T, and add Node I.
- » **Special Node Table:**
I: Command Center. Event Auto/B
G: Chem Storage. Event G/A
T: Weapon Depot 3+/A. Resource Cache - Grenades
E: Armored Building. Event Auto/Building

MISSION CARD

AT EASE COMMANDER,
YOUR BRIEFING IS ENCLOSED. LOOK AT IT,
MEMORIZE IT, AND THEN ASSEMBLE YOUR TEAM.

UNKNOWN
POP: N/A
RANGE: N/A
MIL: N/A
DIRB: N/A
DIRP: N/A
RAD: N/A
DAYS: N/A
APS: N/A

7x 2.75" x 4.75" Location Cards

TUNNELS ENCOUNTER:
When resolving the Tunnels Encounter string, generate a Class A Encounter and initiate combat as normal.

During a combat turn, you may select one unit to attempt to close one of the three tunnels below instead of firing at the enemy. To do so, generate an RN. On 5+, you seal one tunnel: Place a Multipurpose marker on one of the Tunnel spaces below. Once all three spaces are covered, the encounter is resolved successfully.

During each Range Determination phase after the first Combat Turn, add a Type 1 enemy to the combat for each Uncovered (Collapsed) tunnel space.

TUNNEL
TUNNEL
TUNNEL

SPECIAL LOCATION EXIT TUNNELS

// MISSION REPORT,
TAU-012
UNIDENTIFIED XENO LOCATION //-

WE'VE REACHED THE LOCATION NOTED BY THE SCIENCE TEAM, AND ITS DEFINITELY NOT SOMETHING IN A TESTUBE. 2 KIA ALREADY. IMMEDIATELY AFTER CONTACT THE ENEMY RETREATED INTO WHAT SENSORS SHOW TO BE A MASSIVE TUNNEL NETWORK. WE DON'T HAVE THE RESOURCES TO DIG THEM OUT, SO WE'RE OPTING TO SEAL THEM IN. FIRE IN THE HOLE!



19x 2.75" x 4.75" Encounter Cards

ENCOUNTER
AL 2
Hidden Patrol

- » Activate all units with the ADVANCE skill.
- » Make an ADVANCE skill check for each activated unit.
- » If more than 1 unit fails to get at least 1 ADVANCE SL, one of your units (your choice) suffers 1 wound.

Enemy Type 1

MISSION CARD

AT EASE COMMANDER,
YOUR BRIEFING IS ENCLOSED. LOOK AT IT,
MEMORIZE IT, AND THEN ASSEMBLE YOUR TEAM.

UNKNOWN
POP: N/A
RANGE: N/A
MIL: N/A
DIRB: N/A
DIRP: N/A
RAD: N/A
DAYS: N/A
APS: N/A

19x 2.75" x 4.75" Scenario Cards

MISSION TYPE:
Surface

OBJECTIVE:
Collapse (Resolve) the Special Location Node: Exit Tunnels

Locate and Place the Special Location Node: Exit Tunnels according to 18.3. This represents the Objective

Scenario Special Rules

- » Resolve Special Location Node: Exit Tunnels using Special Location Exit Tunnels card.
- » Encounters on this mission may only be Class A. Resolve All non- Class A Encounters as follows: Class B = A+3, Class C are resolved by rolling twice on the EPT for class A+2.
- » Lose 2VP if you don't resolve the Campaign Objective Node.
- » During the first Combat Turn, all Flesh Eaters have the FEAR special rule.

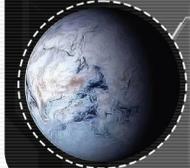
SCENARIO RESOLUTION

- » VP > 3 - AL 1, Proceed to FE02
- » VP <= 3 - AL 1, Proceed to FE03

FE01 - FIRST CONTACT

AT EASE COMMANDER,
WE'VE GOT A PRIORITY FLAG, COURTESY OF THE EXPANSION BUREAU. THREE WEEKS AGO, A DEEP RANGE PATHFINDER OUTPOST WENT DARK OVER TAU-012. THEY RECORDED CONTACT WITH AN UNKNOWN ALIEN SPECIES BEFORE ALL HELL BROKE LOOSE. THEY'RE JUST COLONISTS; PROBABLY GOT SPOOKED BY SOMETHING IN A TESTUBE THAT DIDN'T LIKE GETTING POKED, BUT WE NEED AN EXPERT OPINION. GEAR UP FOR A BUG HUNT COMMANDER. WHATEVER IT WAS WENT UNDERGROUND.

TAU-012
POP: N/A
RANGE: DEEP PERIF.
MIL: GARRISON
DIRB: 15 AU
DIRP: 2.6 SOL-YEARS
RAD: 7500 KM
DAYS: 39 HOURS
APS: 2.0 SOL



SPACE INFANTRY RESURGENCE

COMPONENTS LIST

8x 2.75" x 4.75" Horde Cards



45x 2.5" x 3.5" Xeno Mind Cards



31x 2.5" x 3.5" Player Unit Cards



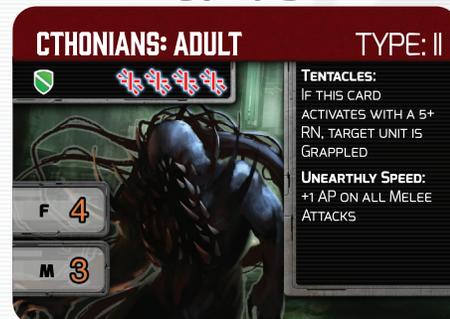
23x 2.5" x 3.5" STRATOP Cards



3x 2.5" x 3.5" Steel Bones Unit Cards



116x 2.5" x 3.5" Enemy Unit Cards



SPACE INFANTRY RESURGENCE

COMPONENTS LIST



7x 2.5" x 1.75" Passage Nodes



- 9x Mercenary Cards
- 19x Flesh Eaters - Xenotype Cards
- 6x Void Spiders Cards
- 3x Grav Tank Cards
- 9x Dark Faith Cards
- 4x Battledrone Cards
- 9x Flesh Eaters Cards
- 3x Titan Cards
- 9x Cthonian Cards
- 8x Beast Masters Cards
- 9x Mutant Cards
- 4x Armored Building Cards
- 12x Dark Roots Cards
- 12x Cybers Cards

14x 2.5" x 1.75" Indoor Nodes



19x 2.5" x 1.75" Outdoor Nodes



7x 2.5" x 1.75" Space Nodes



10x 2.5" x 1.75" Underground Nodes



24x 2.5" x 1.75" Hive Nodes



SPACE INFANTRY RESURGENCE

COMPONENTS LIST

4x 2.5" x 1.75" Hive Cave IN Nodes



62x 2.5" x 1.75" Mission Nodes



- 4x Mission S001 Nodes
- 8x Mission S002 Nodes
- 2x Mission S003 Nodes
- 10x Mission S004 Nodes
- 3x Mission S005 Nodes
- 4x Mission S006 Nodes
- 4x Mission S007 Nodes
- 4x Mission S008 Nodes
- 4x Mission S009 Nodes
- 6x Mission S010 Nodes
- 7x Mission S011 Nodes
- 6x Mission S012 Nodes

10x 2.5" x 1.75" Special Nodes



10x 2.5" x 1.75" Scenario Location Nodes



14x 2.5" x 1.75" War Theater Nodes



- 9x Mission WT 01 Nodes
- 5x Mission WT 02 Nodes

2x Dice



SPACE INFANTRY

EXPANSION PACK



Component List



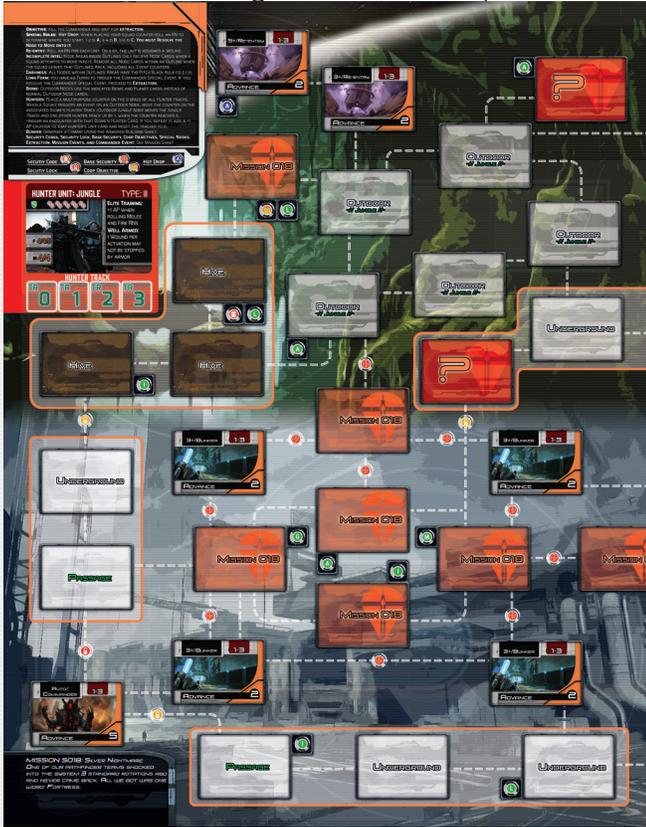
LOCK 'N LOAD
PUBLISHING

SPACE INFANTRY RESURGENCE

EXPANSION PACK COMPONENTS LIST

2x 22" x 17" Single Sided Map Sheets
Forming UT01 Ultra Map

3 x 8.5" x 11" SINGLE SIDED Mission Sheets
PG01 - PG03



Mission UT01: Extremis Ultra PG01

We lost contact with a Pathfinder team in the Deep Periphery. They only had the chance to send back two words: Planetary Fortress. It was marked Extremis Ultra. The only other incident of this code being used was during the encounter with the Fish Eater Queen during the first contact war. Whoever they found down there, they now have our FULL attention.

We'll be inserting you from orbit and you'll have to make your way to the fortress on foot. Pack enough gear for a long term mission but expect to supplement using local ordinance. Your ship will make a close pass over the OP zone but we won't have time enough for detailed scans. Whoever it is that took out the Pathfinder team, we can't risk tipping our hand before we're ready.

Good hunting Commander, this will be your most difficult mission yet.

Mission Essentials

Base Hive Node Requirements

- Scout.....3

Objective

You must resolve the Commander event before turn 40.

Scenario Special Rules

This Mission has a number of unique random elements to it. Anytime you come across a variable or special event not listed on the map, it will be printed here. If a Scenario card overrides any one of these, use the Scenario Rule printed on the Scenario card.

- 1. A Known Quantity:** This Mission uses the Dark Faith and Mercenary Enemy Races. Gather their components nearby. All Combat events on Outdoor Nodes are resolved Mercenary Enemy Race Sheet. All other Non-Mission Combat Events are resolved using the Dark Faith Enemy Race.
- 2. Security Lock:** Deep icon of the end surrounding the enemy fortress have revealed numerous subterranean access points. Unfortunately, all of them have quantum level encryption. Unavailable with the gear available to you on mission. You'll have to find some other way to access those routes if you have time. Some lines on the Ultra Map have Lock icons on them. These lines are unusable without the associated Security Code.
- 3. Security Codes:** The enemy bases is locked down with quantum level encryption on all non-critical access points. If you want in through only means outside the main gate, you'll have to find the codes. Two Nodes on the Ultra Map contain Security Code icons. When a Squad moves to a Node with a Security Node icon, place a Multipurpose counter on the matching color lock. Once done, your squad may move on lines that contain the matching color lock. Every time a Squad moves on a line with a lock of the same color as the code you have acquired, roll an RN. On a 5+ trigger a Class A Event before attempting to resolve the node you are trying to access or moving to the already resolved Node.
- 4. Base Security:** The low level Flyby of the base shows a massive number of weapon emplacements scattered around the facility. Security there is no joke. If you can't find a way to shut it down, you're going to have to move fast to avoid the worst of it. Some Lines will have a Base Security icon on them. When your squad moves on a line with one of those icons, Activate your units and make Advance Skill Checks. If you generate less than 4 SUs, assign 2 wounds to your Squad.
- 5. Commander:** The Flyby picked up one other thing. A massive concentration of sonic particles with the fortress. We know the Gull has been trying to (CLASSIFIED) and (CLASSIFIED) and (MISSPelled) thinks they've managed it. When you trigger the Commander Encounter, Roll for a Class C Encounter with the Dark Faith +2 to the E.P.I. roll and add one Daemon to the Enemy Forces.

1x 8.5" x 11" SINGLE SIDED Greater Demon Boss Sheet

1x 8.5" x 11" SINGLE SIDED Campaign Sheet
C007

C007 - The Devil Between: The Deep Periphery
/CV 2632 After Action Report /

As you can see, it's not so simple. We now have proof that there are things beyond our universe that have designs on us. And the Dark Faith know it. It all started when a whole lot of reports came through our Deep Periphery codes. There were enough to draw many to suicide. Mission Brief picked up an incident in the D.F. catalogue. What they found out there in the back with something we can't fully explain yet. But the classified heliograph of LX 247 and the collective night terrors of that region give us a long way to confirming my personal conclusion. Hell, come calling, and we only just stopped it.

ID	Deck	Notes	S	D	Deck	Notes
1	A	Emergency Dark Paths	10	10	W	Emergency Dark Paths
2	A	Alert Level -2	11	11	W	Alert Level -2
3	A	Emergency Mercenaries	12	12	W	Emergency Mercenaries
4	A	Alert Level -2	13	13	W	Alert Level -2
5	A	Emergency Mercenaries	14	14	W	Emergency Mercenaries
6	A	Emergency Mercenaries	15	15	W	Emergency Mercenaries
7	A	Emergency Mercenaries	16	16	W	Emergency Mercenaries
8	A	Emergency Mercenaries	17	17	W	Emergency Mercenaries

VPs	Victory Level Table
3044	Minor Defeat
4042	Tactical Victory
5040	Major Victory
6038	Decisive Victory

Deck - A	Deck - B
S001	S005
S002	H00A
H001	S006
S003	H001
H002	H00B
H007	S011
S005	S010
S009	S012
All Events 6	All Events 3
All Events 6	All Events 3

END MISSION PROCEDURE

1. Recover units under Med. Treatment
2. Remove Green Units
3. Score Victory Points
4. Check for Leader Awards
5. Check for Inactivated Units
 - 1x Unit killed
 - 2x-4x Units requires Med. Treatment
 - 5x-6x Units requires all wounds

VICTORY POINTS EARNED

VPs	Condition
1	Minor Success
2	Absent mission Success
1	Mission Aborted (No other VP's may be earned)
-1	Mission Failed Any Units Lost
0	Mission Failed All Units Lost
1	10 Unspent Squad Points
1	Every 2 Unspent Resources
1	Only 1 STRATOP played
2	No STRATOPs played
1	Mission Success by turn 16

STRATOPs

Reinforce Beta Ammo

+1 Intel Resource Plasma Gun

+2 Medical Resources Plasma Grenades

Max Resources +9 Medical Support

+20 Squad Points +2 Resources

Personal Favor Scout Support

New ATV Platoon HQ Support

Mortar Support Experts

FRG: 2/3/3/3 Mines

Heavy Battlesuit

Assemble the STRATOP deck from all NON RESTRICTED cards.
Restrict STRATOPs unavailable until unlocked via Scenario Card.
Draw 2 STRATOPs when setting up a NEW mission. Do not draw STRATOPs when setting up a mission you have just aborted.
Play up to 2 STRATOP Cards per Mission, even when attempting a mission you have just aborted.

ENEMY: DARK FAITH - GREATER DEMON TYPE: -/NO DATA/-

WARP FIELD TRACK
1 2 3 4

GREATER DAEMON: ELDER RUNE 1
Elder Rune: Roll 1d6. If 1-3, the unit is destroyed. If 4-6, the unit is wounded. This is a one-time effect.

GREATER DAEMON: FIRE AXE 2
Axe Whip: Roll 1d6. If 1-3, the unit is destroyed. If 4-6, the unit is wounded. This is a one-time effect.

GREATER DAEMON: ASH WHIP 3
Ash Whip: Roll 1d6. If 1-3, the unit is destroyed. If 4-6, the unit is wounded. This is a one-time effect.

GREATER DAEMON: TORSO 2
TORSO: Roll 1d6. If 1-3, the unit is destroyed. If 4-6, the unit is wounded. This is a one-time effect.

GREATER DAEMON: ARM 2
ARM: Roll 1d6. If 1-3, the unit is destroyed. If 4-6, the unit is wounded. This is a one-time effect.

GREATER DAEMON: TORSO 2
TORSO: Roll 1d6. If 1-3, the unit is destroyed. If 4-6, the unit is wounded. This is a one-time effect.

GREATER DAEMON: LEGS 3
LEGS: Roll 1d6. If 1-3, the unit is destroyed. If 4-6, the unit is wounded. This is a one-time effect.

T: Daemon Fire - The fire of its body grows stronger and brighter. Move the Warp Field counter up 1 Space on the Warp Field Track, add 4 AP to your entire Squad.

RANGE TABLE

RANGE	GREATER DAEMON	GREATER DAEMON	GREATER DAEMON
0-1	M	T	M
2-3	F	F	M
4-5	M	T	F
6+	T	F	F

Flame Intensity: This thing whatever it is, its mode of fire. Don't bring a flame thrower! No Node on this creature may be wounded by Flame Damage.

Fear 15: Sometimes a. Scramble in your Mind. Looking at this thing let alone fighting it fills your Squad's minds with terror. During the action point allocation step of the first round of combat, each unit must make a Morale check at -2. If you fail, the unit is Shaken. See 7.5.

Warp Field: This deep in Periphery universe, and its affecting everything around it. When setting up, place a Multipurpose Counter on the Warp Field Track when setting up a mission. Stunned: One Unit may not activate next turn. Mark that Unit with a Multipurpose counter as a reminder.

SPACE INFANTRY RESURGENCE

EXPANSION PACK COMPONENTS LIST

4x 2.75" x 4.75" Planet Cards

BIOME TYPE:
Desert

Something was here long before us or our enemy. Ancient secrets and traps lurk beneath the sand...

After triggering a **Desert** Event, Generate an RN.

1-2 Sandstorm: Activate all Units and make **ADVANCE** Skill Checks. If you achieve less than 5 SLs, Lose Two Turns.

3-4 Alien Radiation: Class A encounter. Randomly distribute 4 Mutation counters to the Enemies.

5 Ancient Ruins: Activate all Units. If you achieve at least 1 Search or Scout SL, you gain 1 Intel Resource.

6 Bioweapon Trace: Activate all Units. If you don't achieve at least 1 Science SL all Medical Treatment rolls receive -1 Modifier during Mission Debriefing.

BENEFIT
You receive +1 VP.

BiomeR 1

PLANET CARD

HAZARD ANALYSIS:
INDIGENOUS HAZARDS DETECTED. STUDY ENCLOSED SURVEY DATA AND PREPARE ACCORDINGLY.

DESERT BIOME
POP: N/A
RANGE: N/A
MIL: N/A
DIRD: N/A
DIRB: N/A
DIRP: N/A
RAD: N/A
DAVL: N/A
APSL: N/A

1x 2.75" x 4.75" Mission Card

MISSION: UT01
MISSION TYPE:
SURFACE

» **Objective:** Trigger the Commander Event and survive until Extraction. Refer to Mission Sheet for:

- » Extraction
- » Lock
- » Security
- » Base Security
- » Coop Objectives
- » Security Code
- » Commander Event

ALERT LEVEL 2

» Add +1 to all EPT rolls when resolving a "Mission" Event.

» Base Security rule now Needs 4 SLs or it assigns 2 Wounds.

ALERT LEVEL 3

» When you trigger the Commander Event, use the Greater Daemon Boss Sheet.

UT Mission 1

MISSION CARD

AT EASE COMMANDER.
YOUR BRIEFING IS ENCLOSED. LOOK AT IT, MEMORIZE IT, AND THEN ASSEMBLE YOUR TEAM.

UNKNOWN
POP: N/A
RANGE: N/A
MIL: N/A
DIRD: N/A
DIRB: N/A
DIRP: N/A
RAD: N/A
DAVL: N/A
APSL: N/A

1x 2.75" x 4.75" Nightmare Mode Card

Nightmare

Sometimes things just go wrong. You can prepare for it, worry about, make plans against it, but every once and a while, life just plants its foot on you and says "what now?"

After triggering an Event on a Nightmare Node refer below.

Power Surge: One Unit of your choice is Stunned

Weapon Damage X: X=RN. X Random Unit(s) cannot execute FIRE attack until one REPAIR roll is executed.

Explosion: Select RN/2 Units and roll an RN for each one. (1-5) Stunned (6) One Wound.

Stunned: Place a Multipurpose counter on a Unit. That Unit may not be activated on it's next opportunity for a Skill Check. Instead, remove the counter. The unit is then able to activate normally on the next check.

BENEFIT
You receive +3 VP.

NightR 1

NIGHTMARE MODE

HAZARD ANALYSIS:
EXTREME THREAT
.....
RECALCULATE SUCCESS RATIO
.....
10:1 AGAINST
RECOMMEND MISSION ABORT
.....
SANCTIONED CODE: EXTREMIS ULTRA
LOCK IN COORDINATES FOR EXTRACTION

EXTREMIS ULTRA
POP: N/A
RANGE: N/A
MIL: N/A
DIRD: N/A
DIRB: N/A
DIRP: N/A
RAD: N/A
DAVL: N/A
APSL: N/A

12x 2.75" x 4.75" Encounter Cards

ENCOUNTER
AL 1
Death Mark

» Each time you finish a Combat during any Mission, generate an RN.

» B+. Generate a Class B encounter against the Mercenary Enemy Race.

» Failure to trigger, place a Multipurpose counter on this card. Each counter adds +1 to the RN roll.

» Remains in play until you resolve a combat against the Mercenaries.

ENC 1

MISSION CARD

AT EASE COMMANDER.
YOUR BRIEFING IS ENCLOSED. LOOK AT IT, MEMORIZE IT, AND THEN ASSEMBLE YOUR TEAM.

UNKNOWN
POP: N/A
RANGE: N/A
MIL: N/A
DIRD: N/A
DIRB: N/A
DIRP: N/A
RAD: N/A
DAVL: N/A
APSL: N/A

SPACE INFANTRY RESURGENCE

EXPANSION PACK COMPONENTS LIST

**3x 2.5" x 1.75" Nightmare
Space Nodes**



**8x 2.5" x 1.75" Nightmare
Outdoor Nodes**



**6x 2.5" x 1.75" Nightmare
Underground Nodes**



**6x 2.5" x 1.75" Nightmare Hive
Nodes**



**4x 2.5" x 1.75" Nightmare
Passage Nodes**



**12x 2.5" x 1.75" Jungle Biome
Nodes**



**8x 2.5" x 1.75" Nightmare
Indoor Nodes**



**12x 2.5" x 1.75" Urban Biome
Nodes**



SPACE INFANTRY RESURGENCE

EXPANSION PACK COMPONENTS LIST

12x 2.5" x 1.75" Desert Biome Nodes



12x 2.5" x 1.75" Ice Biome Nodes



10x 2.5" x 1.75" Mission S018 Nodes



10x 2.5" x 1.75" Equippable Cards



SPACE INFANTRY RESURGENCE

TEMPORARY PRINTABLE REPLACEMENT PARTS

S008 Mission Card Front



MISSION: S008

MISSION TYPE:
SPACE

» **Objective:** Repair three power couplings

ALERT LEVEL 2
During setup, add a second Special Node "E"

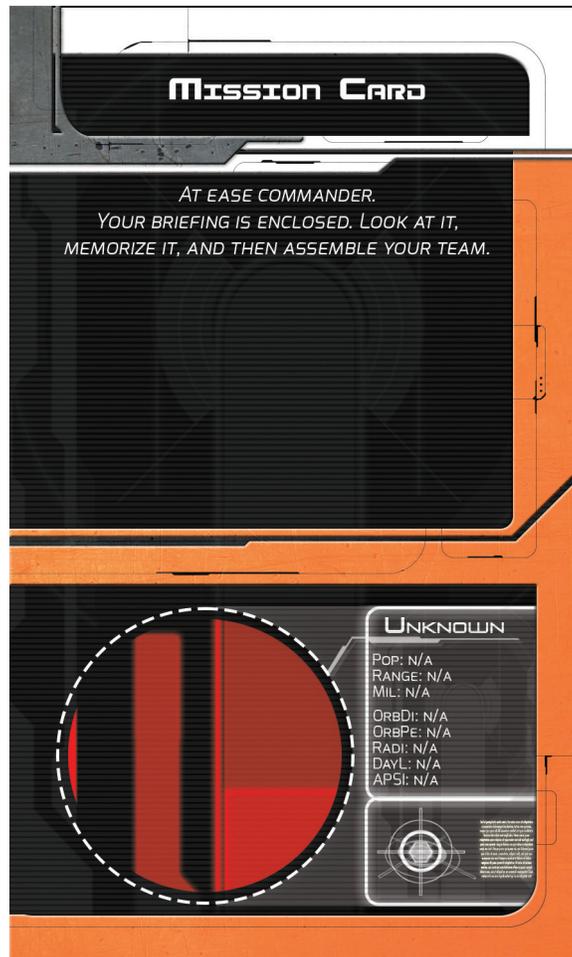
Mission 62

ALERT LEVEL 3
During setup, replace one Special Node "Blank" with a "D" Special Node.
"D" EVENT: Auto Radiation. Allocate RN/2 wounds to your squad.

SPACE INFANTRY RESURGENCE

TEMPORARY PRINTABLE REPLACEMENT PARTS

S008 Mission Card Back



SPACE INFANTRY RESURGENCE

TEMPORARY PRINTABLE REPLACEMENT PARTS

Mercenary Enemy Race Sheet

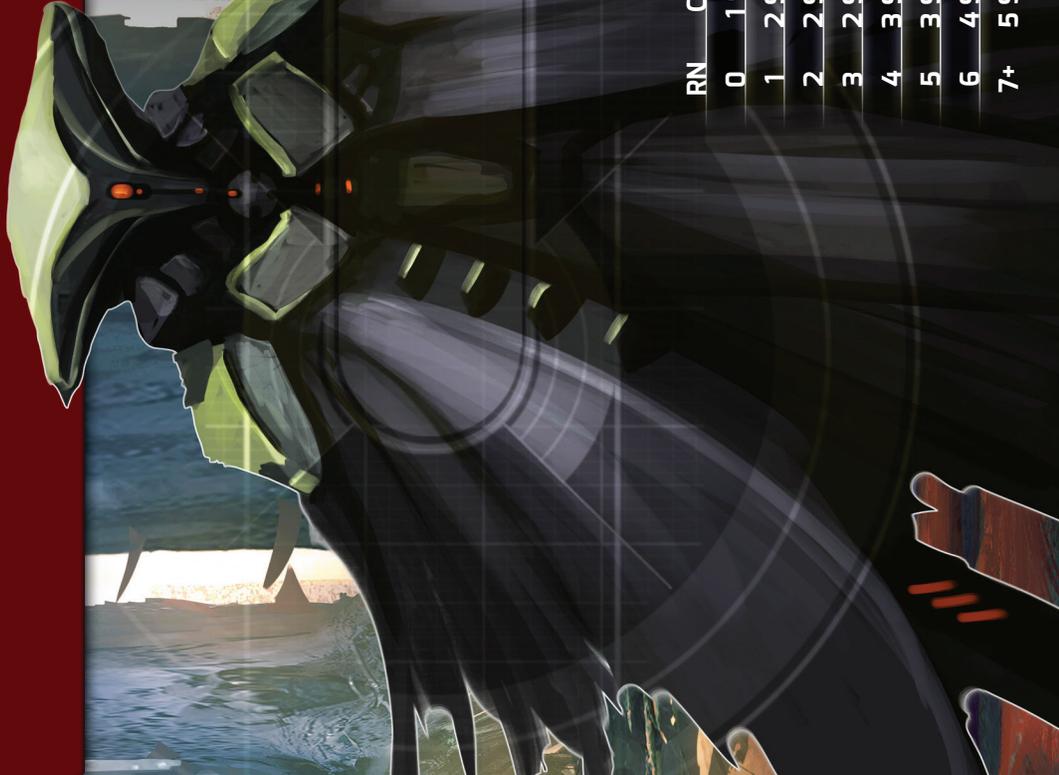
MERCENARIES

This threat is entirely home grown, better or worse. What started as a make shift police force come militia out in the deep ranges, has become the largest para-military organization in the United System. We were grateful for the patrol support until they began getting notions of secession and independence. After a brutal and perhaps over-zealous punitive action from the SMC, they calmed down... we thought. Now they're back, in force, and with a legitimate grudge. Time for more punitive action.

RANGE TABLE		Reinforcements: When you check for a Class A encounter on a Node, roll an additional RN. If the value is 5+, replace the soldiers with the same number of Battledrones. Gain 1 additional XP when facing Battledrones.	
RN	Set	M	F
0-1	M	M	M
2	M	M	M
3-4	F	F	F
5+	F	F	F

ENEMY PRESENCE TABLE

RN	Class A	Class B	Class C
0	1 Soldier	2 Soldiers	2 Soldiers, 1 Assault
1	2 Soldiers	2 Soldiers, 1 Sergeant	2 Soldiers, 1 Assault
2	2 Soldiers	2 Soldiers, 1 Sergeant	3 Soldiers, 1 Assault
3	2 Soldiers	3 Soldiers, 1 Sergeant	3 Soldiers, 1 Assault
4	3 Soldiers	3 Soldiers, 1 Sergeant	3 Soldiers, 1 Sergeant, 1 Assault
5	3 Soldiers	4 Soldiers, 1 Sergeant	3 Soldiers, 1 Sergeant, 1 Assault
6	4 Soldiers	5 Soldiers, 1 Sergeant	3 Soldiers, 2 Assaults
7+	5 Soldiers	5 Soldiers, 2 Sergeants	4 Soldiers, 2 Assaults



WARP FIELD TRACK

1 2 3 4

GREATER DAEMON: ELDER RUNE 1

ELDER RUNE
WHILE THIS ZONE HAS AT LEAST ONE HIT POINT, THE **WARP FIELD** RULE REMAINS IN EFFECT.

F 0
M 0

GREATER DAEMON: FIRE AXE 2

ASH WHIP:
WHILE THE ASH WHIP ZONE HAS AT LEAST 1 HP REMAINING, SQUAD MELEE SKILL CHECKS IN THIS NODE HAVE -1 AP

F 3
M 4

GREATER DAEMON: ASH WHIP 3

ELDER SIGHT:
+1 AP WHEN ROLLING MELEE AND FIRE RNS

WARP LASH:
IF A SKILL CHECK RN = 6+ ONE UNIT IS ALSO GRAPPLED

F 4
M 3

GREATER DAEMON: TORSO 2

F 5
M 4

GREATER DAEMON: ARM 2

DEADLY:
EACH SL GENERATES 2 WOUNDS

F 5
M 4

GREATER DAEMON: ARM 2

DEADLY:
EACH SL GENERATES 2 WOUNDS

F 4
M 4

GREATER DAEMON: TORSO 2

F 5
M 4

GREATER DAEMON: LEGS 3

MASSIVE HOOVES:
IF A SKILL CHECK RN = 6+ ONE UNIT IS **STUNNED**.
UNSTABLE: -1 AP TO ALL ZONES IF THIS ZONE IS REDUCED TO 0 HP

F 5
M 4

T: Daemon Fire- The fire of its body grows stronger and brighter... Move the Warp Field counter up 1 Space on the Warp Field Track, add -1 AP to your entire Squad.

RANGE TABLE

RN	Set	M	F
0-1	T	M	T
2-3	F	F	M
4-5	M	T	F
6+	T	F	F

Flame Immunity- This thing, whatever else it is, its made of fire. Don't bring a flame thrower. No Node on this creature may be wounded by **Flame** Damage.

Fear [2]- Something is... Screaming, in your Mind. Looking at this thing, let alone fighting it fills your Squad's minds with terror. During the action point allocation step of the first round of combat, each unit must make a **Morale check** at -2. If you fail, the unit is **Shaken**. See 7.5.

Warp Field- This thing isn't from our universe, and its affecting everything around it. When setting up, place a Multipurpose Counter on the Warp Track in space 1. Cancel a number of Wounds in each Zone equal to the current position of the counter on the Warp Track when assigning wounds.

Stunned: One Unit may not Activate next turn. Mark that Unit with a Multipurpose counter as a reminder.



MISSION WLT01 STEEL SOUL

OBJECTIVE: EXPLORE ALL THREE “?” NODES AND ELIMINATE ALL ENEMIES THEREIN. THE BATTLEDRONE MUST COMPLETE THE MISSION UNDEGRADED.

DROP ZONE: AFTER SETTING UP THE MISSION, GENERATE AN RN. THIS WILL DETERMINE WHICH NODE MARKER YOU WILL SETUP ADJACENT TO:
RN 2-: ADJACENT NODE MARKER 1
RN 3-4: ADJACENT NODE MARKER 2
RN 5+: ADJACENT NODE MARKER 3

1 MARKER 1

2 MARKER 2

3 MARKER 3





MISSION W102

STRIKER MAJESTIC

OBJECTIVE: MISSION OBJECTIVES TO FOLLOW ON MISSION! REACH MARKER "A", FURTHER MISSION OBJECTIVES WILL BE PROVIDED AT THAT TIME.

DROP ZONE: AFTER SETTING UP THE MISSION, GENERATE AN RN. THIS WILL DETERMINE WHICH NODE MARKER YOU WILL SETUP ADJACENT TO:
RN 2-: ADJACENT NODE MARKER 1
RN 3-4: ADJACENT NODE MARKER 2
RN 5+: ADJACENT NODE MARKER 3



