

# 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

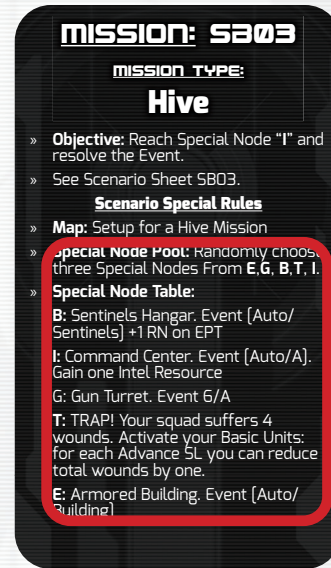
- The third bullet on this card should end with "if using rule 16.8. If not, then add 1 Event Counter"

### 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"

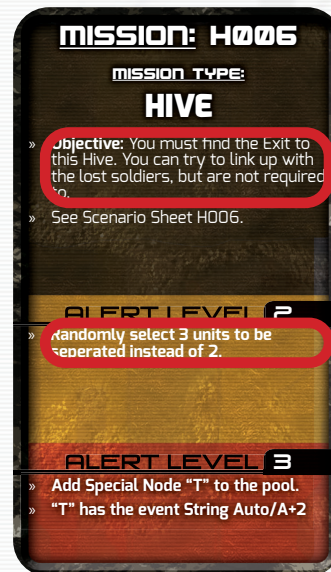
### Correction: Mission Card SB03,

- 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 .



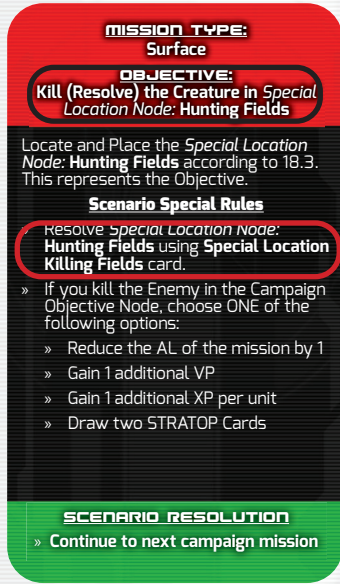


# SPACE INFANTRY RESURGENCE

## CLARIFICATIONS AND CORRECTIONS

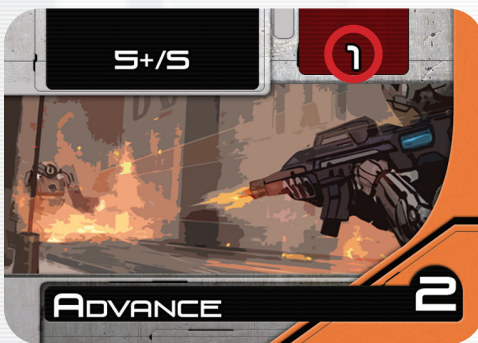
### Correction: Special Scenario Card FE06

- 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".



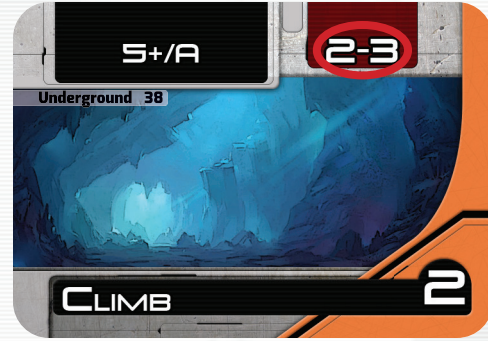
### Correction: War Theater Mission Node "WT02 109"

- 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



### 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



# SPACE INFANTRY

## RESURGENCE



**Component List**



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# SPACE INFANTRY RESURGENCE

## COMPONENTS LIST

1x Core Rules Manual



6x 8.5" x 11" SINGLE SIDED

Campaign Sheets

C001 - C006

**C003 - The Exodus Begins: New Carthage Lagrange point**  
 -/ICY 2691 After Action Report, Cyber Frontier //

A planetary disaster forced the colony on New Carthage to evacuate. The Cybers were waiting though. Nearly 3 million colonists were entangled, pulled from captured ships and interred in live ships before the Escort Fleet could intervene. By the time Earth had traced the live ships back to the Cybers forward systems, dubbed the Cyber Frontier, the 8th, 10th and 2nd Destroyer groups had converged and things quickly spiraled out of control.

CAMPAIGN LOG	
ID	Mission Deck
1	A
2	A
3	A
4	A
5	B
6	B
7	B
8	B

**ALERT LEVEL = 1** ENEMY = Cybers

**ALERT LEVEL = 2**  
 Add 1 A-2 Event to the Deck

**ALERT LEVEL = 3**  
 Add 1 A-3 Event to the Deck  
 Add 1 A-3 Event to the Deck

**STRATOPS**

Reinforce

- Intel Resource
- Max Resources = 9
- 20 Squad Points
- Personal Favor
- New ATV
- Mortar Support
- Fire... 2/2/3/3
- Heavy Battalion

☐ Beta Ammo  
☐ Plasma Gun  
☐ Plasma Grenades  
☐ Medical Support  
☐ 2 Resources  
☐ Scout Support  
☐ Platoon HQ Support  
☐ Experts  
☐ Mines

**MISSION DECK**

Deck - A	Deck - B
S001	S005
S002	S006
H001	S009
S003	H007
H002	H008
H005	S011
S006	S010

**END MISSION PROCEDURE**

- Recover units under Med. Treatment
- Reassign Green Units
- Score Victory Points
- Check for Status Alerts
- Check for Incapacitated Units:
  - 1-1 Unit removed
  - 2-4-1 Unit requires Med. Treatment
  - 2-4-1 Unit recovers all wounds

**VICTORY POINTS EARNED**

VPs	Condition
1	Mission Succeeded
2	Alerted Mission Success
3	Mission Succeeded (No other VPs are to be earned)
4	Mission Failed: Any Units Alive
5	Mission Failed: All Units KIA
6	10 Squads Spent Phase
7	Every 2 Squads Resources
8	Only 1 STRATOP: Chosen
9	Use STRATOP: Chosen
10	Mission Succeeded by turn 16

2x 8.5" x 5.5" SINGLE SIDED  
Player Aids

**ORDERS**

To find the full text for each of these orders, refer to section 17.2 of the rulebook

**Regroup (C CP):** Cancel the original effects of any previously given Order

**Support (C CP):** During a unit check, you can use 1 CP to apply a "+1 AP modifier to the check. May be used on testing orders.

**Withdraw (C CP):** At the end of combat, generate an FFI. If not adjacent, previously exposed troops in the line of fire (LFF) are withdrawn to get the "Ambush" tactical advantage (5.4).

**Ambush (C CP):** During the first round of combat, you can spend 1 CP to apply a "+1 AP modifier to the check. May be used on testing orders (5.4).

**Intensive Fire (C CP):** At the end of combat, spend 1 Action Counter. All Fire or Melee attacks gain a "+1 AP modifier for the remainder of the turn.

**Deploy (C CP):** On 1st Range Determination and Roll turn.

**Embark/Disembark (C CP):** Embark or Disembark one unit from a transport during combat.

**Breach Mode (C CP):** Apply a 1 to all FFI FN Calculations. All Note Requirements are increased by 1 during Note Resolution (5.2).

**Take Cover (C CP):** While at FFI Range, all exposed troops spend your units take a "+1 AP modifier. Cancelled by Moving to Melee Range in addition to Regroup.

**SEQUENCES OF PLAY**

**Standard Play (5.0)**

1. Mission Selection (5.1)
2. Set Alert Level (5.1)
3. Map Orientation (5.1)
4. Threat Setup (5.1)
5. Enemy Selection (5.1)
6. Squad Selection (5.1)
7. Resource Selection (5.1)
8. Operations Phase (5.1)
9. Advance Turn (5.1)
10. Move your Squad (5.1)
11. Note Resolution (5.2)
12. Combat (5.1)
13. Squad Check (5.1)
14. Squad Check (5.1)
15. Squad Check (5.1)
16. Squad Check (5.1)
17. Squad Check (5.1)
18. Squad Check (5.1)
19. Squad Check (5.1)
20. Squad Check (5.1)
21. Squad Check (5.1)
22. Squad Check (5.1)
23. Squad Check (5.1)
24. Squad Check (5.1)
25. Squad Check (5.1)
26. Squad Check (5.1)
27. Squad Check (5.1)
28. Squad Check (5.1)
29. Squad Check (5.1)
30. Squad Check (5.1)

**The Last Outpost (21.0)**

1. Enemy Activation (21.1)
2. Enemy Response (21.2)
3. Move Units (21.3)
4. Combat (21.4)
5. Resource Check (21.5)
6. Enemy Breach Check (21.6)

**The Horde (22.0)**

1. Intel Setup (22.1)
2. Wave Setup (22.2)
3. Wave Setup (22.3)
4. Wave Setup (22.4)
5. Wave Setup (22.5)
6. Wave Setup (22.6)
7. Wave Setup (22.7)
8. Wave Setup (22.8)
9. Wave Setup (22.9)
10. Wave Setup (23.0)
11. Wave Setup (23.1)
12. Wave Setup (23.2)
13. Wave Setup (23.3)
14. Wave Setup (23.4)
15. Wave Setup (23.5)
16. Wave Setup (23.6)
17. Wave Setup (23.7)
18. Wave Setup (23.8)
19. Wave Setup (23.9)
20. Wave Setup (24.0)
21. Wave Setup (24.1)
22. Wave Setup (24.2)
23. Wave Setup (24.3)
24. Wave Setup (24.4)
25. Wave Setup (24.5)
26. Wave Setup (24.6)
27. Wave Setup (24.7)
28. Wave Setup (24.8)
29. Wave Setup (24.9)
30. Wave Setup (25.0)

**Combat (7.0)**

1. Commanded Unit Check (7.1)
2. Commanded Unit Check (7.2)
3. Commanded Unit Check (7.3)
4. Commanded Unit Check (7.4)
5. Commanded Unit Check (7.5)
6. Commanded Unit Check (7.6)
7. Commanded Unit Check (7.7)
8. Commanded Unit Check (7.8)
9. Commanded Unit Check (7.9)
10. Commanded Unit Check (8.0)
11. Commanded Unit Check (8.1)
12. Commanded Unit Check (8.2)
13. Commanded Unit Check (8.3)
14. Commanded Unit Check (8.4)
15. Commanded Unit Check (8.5)
16. Commanded Unit Check (8.6)
17. Commanded Unit Check (8.7)
18. Commanded Unit Check (8.8)
19. Commanded Unit Check (8.9)
20. Commanded Unit Check (9.0)
21. Commanded Unit Check (9.1)
22. Commanded Unit Check (9.2)
23. Commanded Unit Check (9.3)
24. Commanded Unit Check (9.4)
25. Commanded Unit Check (9.5)
26. Commanded Unit Check (9.6)
27. Commanded Unit Check (9.7)
28. Commanded Unit Check (9.8)
29. Commanded Unit Check (9.9)
30. Commanded Unit Check (10.0)

**Campaign Play (14.0)**

1. Mission Selection (14.1)
2. Draw and Play STRATOP
3. Squad Reinforcement Points (14.2)
4. Squad Selection (14.3)
5. End Horde Phase (22.8)
6. Victory Point calculation (22.9)

4x 8.5" x 11" SINGLE SIDED

Squad Roster Sheets

SqS01 - 04

**SQUAD: SqS01**

**LEADER:** [Name] [Status]

**COMPANY:** [Name] [Status]

**CORE UNITS:**

Unit	AP	HP	SP	FP	FP	FP	FP	FP	FP
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									
13									
14									
15									
16									
17									
18									
19									
20									
21									
22									
23									
24									
25									
26									
27									
28									
29									
30									

**SUPPORT UNITS:**

Unit	AP	HP	SP	FP	FP	FP	FP	FP	FP
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									
13									
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20									
21									
22									
23									
24									
25									
26									
27									
28									
29									
30									

**VEHICLES:**

Unit	AP	HP	SP	FP	FP	FP	FP	FP	FP
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									
13									
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21									
22									
23									
24									
25									
26									
27									
28									
29									
30									

**REINFORCEMENTS:**

Unit	AP	HP	SP	FP	FP	FP	FP	FP	FP
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									
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26									
27									
28									
29									
30									

1x 8.5" x 5.5" SINGLE SIDED

Turn Record Track

**TURN RECORD TRACK**

Turn	1	2	3	4	5
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					
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21					
22					
23					
24					
25					
26					
27					
28					
29					
30					

1x 8.5" x 11" SINGLE SIDED

Squad Coop Sheet

**Support Orders (20.3.2)**

**Advance Tactics**

1. Squad A to Advance
2. Squad B to Advance
3. Squad C to Advance
4. Squad D to Advance
5. Squad E to Advance
6. Squad F to Advance
7. Squad G to Advance
8. Squad H to Advance
9. Squad I to Advance
10. Squad J to Advance
11. Squad K to Advance
12. Squad L to Advance
13. Squad M to Advance
14. Squad N to Advance
15. Squad O to Advance
16. Squad P to Advance
17. Squad Q to Advance
18. Squad R to Advance
19. Squad S to Advance
20. Squad T to Advance
21. Squad U to Advance
22. Squad V to Advance
23. Squad W to Advance
24. Squad X to Advance
25. Squad Y to Advance
26. Squad Z to Advance

**Flank Tactics**

1. Squad A to Flank
2. Squad B to Flank
3. Squad C to Flank
4. Squad D to Flank
5. Squad E to Flank
6. Squad F to Flank
7. Squad G to Flank
8. Squad H to Flank
9. Squad I to Flank
10. Squad J to Flank
11. Squad K to Flank
12. Squad L to Flank
13. Squad M to Flank
14. Squad N to Flank
15. Squad O to Flank
16. Squad P to Flank
17. Squad Q to Flank
18. Squad R to Flank
19. Squad S to Flank
20. Squad T to Flank
21. Squad U to Flank
22. Squad V to Flank
23. Squad W to Flank
24. Squad X to Flank
25. Squad Y to Flank
26. Squad Z to Flank

**Rearguard Tactics**

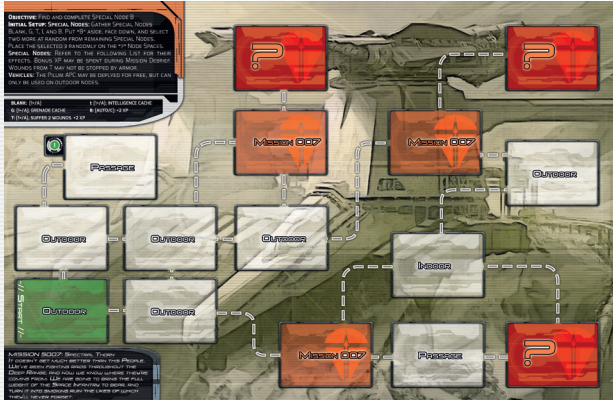
1. Squad A to Rearguard
2. Squad B to Rearguard
3. Squad C to Rearguard
4. Squad D to Rearguard
5. Squad E to Rearguard
6. Squad F to Rearguard
7. Squad G to Rearguard
8. Squad H to Rearguard



# SPACE INFANTRY RESURGENCE

## COMPONENTS LIST

### 7x 11" x 17" Double Sided Map Sheets

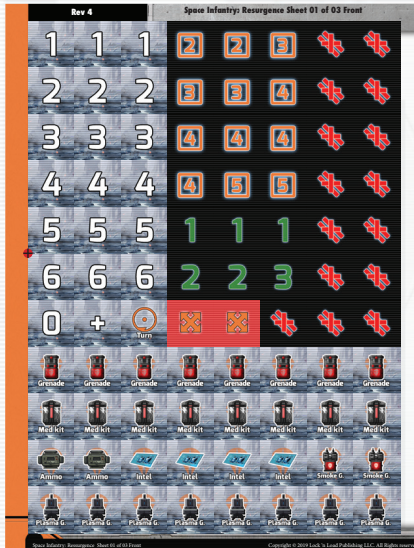


### 1x 11" x 17" Double Sided War Theater Map Sheet

This double sided sheet contains Missions WT 01 and WT 02.



### 3x Counter Sheets



### 12 x 8.5" x 11" SINGLE SIDED Mission Sheets

SB01 - SB04  
H001 - H008

### 1x 8.5" x 11" DOUBLE SIDED Map Sheet



#### Mission SB01: Base Assault

MisSpec Intel called this planet LB33-X, but the SI just call it Con Town. Deep in the Cyber Frontier, our colonists are being herded into massive factories, each of them guarded by fortress bastions. A coordinated strike at both the factories and the fortress bastions is the only way to get this thing done before the fleet is blown out of orbit. And we picked the short straw. We need to infiltrate the Command Center of the central Bastion, and "blow up" communications to the rest of the network. And by "blow up", they mean melt every corner we find into molten slag. Some-days, the job is good.



#### Mission Essentials

##### Map

Use Mission Map 507. Disregard all rules present on the map sheet and use the objectives and rules present on this sheet.

##### Objective

Find the Command and Control station for the Central Fortress node "T" and resolve the event.

##### Special Node Pool

Create the Special Node pool by Card "T" and two additional Special Node Cards chosen randomly from "C", "G", and "T" (See Special Node 5.5.3).



#### SPECIAL NODE TABLE

It's the Command and Control station, and of course its heavily guarded. Don't they have anything better to do? **Event (Auto/B)**

Well this is a problem. MisSpec Intel's target package said this was a surveillance nexus. NOT a 2-meter thick guard bunker. Someone is going to get a strongly worded letter about this. Written on my BOOTH Event (Auto/Building) See 23.3

It's some Chemicals Storage tanks. Great for causing distraction when proper explosive persuasion is applied. We'll have to deal with the guards first though. **Event (G/A). If resolved, change event string on Node "T" to (Auto/H-1)**

We've found one of their Weapons Deposits! All those wonderfully shiny explosives just sitting there. It'd be a crime to just leave them, right? **Event (H+J/A). Immediately Gain 2 Grenade Resource Counters is successfully resolved.**



# 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.



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



### 12x 6" x 6" DOUBLE SIDED Hive Tiles



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



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





# 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  
DAVL: 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 TO 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  
DAVL: 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 & SOL YEARS  
RAD: 7500 KM  
DAVL: 30 SOL HOURS  
APS: 2.0 SOL



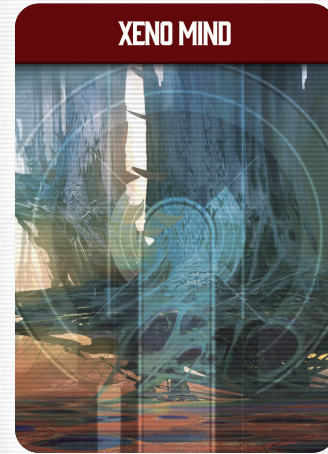
# SPACE INFANTRY RESURGENCE

## 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



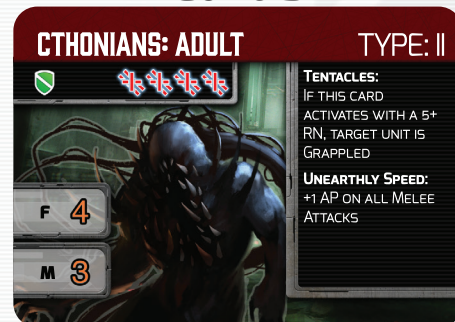
### 23x 2.5" x 3.5" STRATOP Cards



### 3x 2.5" x 3.5" Steel Bones Unit Cards



### 116x 2.5" x 3.5" Enemy Unit Cards





# SPACE INFANTRY RESURGENCE

## COMPONENTS LIST



- 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

### 7x 2.5" x 1.75" Space Nodes



### 10x 2.5" x 1.75" Underground Nodes



### 7x 2.5" x 1.75" Passage Nodes



### 14x 2.5" x 1.75" Indoor Nodes



### 19x 2.5" x 1.75" Outdoor 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

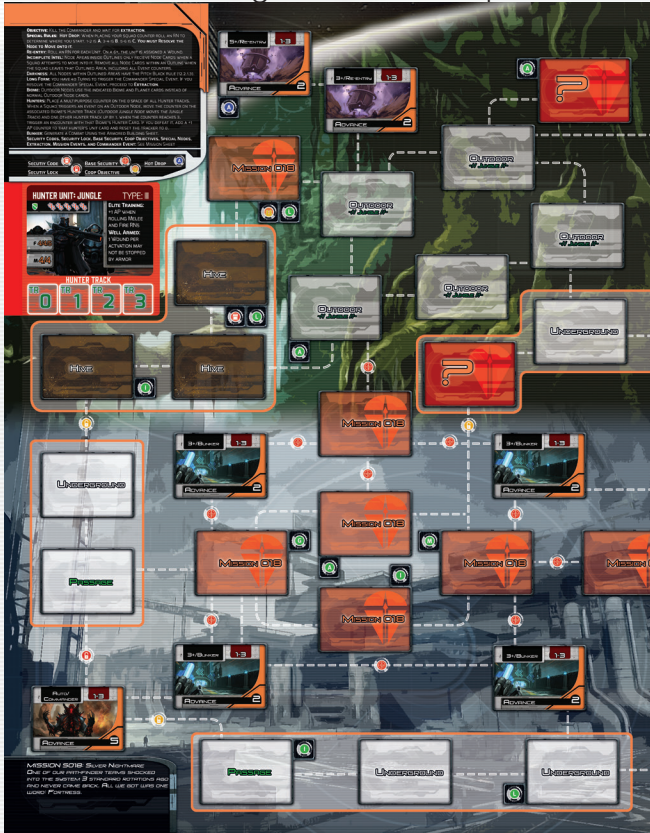


# SPACE INFANTRY RESURGENCE

## 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 Flash Ester 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. Whatever it was 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: \_\_\_\_\_

##### Objective

You must resolve the Commander event before turn 40.

##### Scenario Special Rules

- 1. A Known Quantity:** This Mission uses the Dark Faith and Mercenary Enemy Races. Gather their components near by. 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. Unbreakable 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 base is locked down with quantum level encryption on all non-critical access points. If you want in through any 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 RH. 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 toxic particles within the fortress. We know the Gulf has been trying to (CLASSIFIED) and (CLASSIFIED) and (CLASSIFIED) thinks they've managed it. When you trigger the Commander Encounter, Roll for a Class C Encounter with the Dark Faith at +2 to the E.P.T. 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**  
 A/CY 2632 After Action Report /-  
 As you can see, the last couple weeks have been proof that there are things beyond our universe that have designs on us. And the Dark Faith knew it. It all started when a vessel of intergalactic space came through our deep periphery colonies, intent enough to bring many to suicide. Mission C007 picked up on it and set the 4 of us to investigate. What they found out there in the dark isn't something we can fully explain yet, but the chaotic hellscapes of LY 247 and the collective night terrors of that region goes a long way to confirming my personal conclusion: Hell came calling, and we only just dropped it.

#	ID	Deck	Notes	#	ID	Deck	Notes
1	A	Emergency Dark Path		9	B	Add Plasma Gun STRATOP	
2	A	Emergency Dark Path		10	B	Emergency Dark Path	
3	A	Emergency Dark Path		11	B	Emergency Dark Path	
4	A	Emergency Dark Path		12	B	Emergency Dark Path	
5	A	Emergency Dark Path		13	B	Emergency Dark Path	
6	A	Emergency Dark Path		14	B	Emergency Dark Path	
7	A	Emergency Dark Path		15	B	Emergency Dark Path	
8	A	Emergency Dark Path		16	B	Emergency Dark Path	

**STRATOPs**

Reinforce ☐ Beta Ammo ☐

1x Intel Resource ☐ Plasma Gun ☐

2x Medical Resources ☐ Plasma Grenades ☐

Max Resources = 9 ☐ Medical Support ☐

300 Squad Points ☐ 2x Resources ☐

Personal Favor ☐ Scout Support ☐

New ATV ☐ Platoon HQ Support ☐

Mortar Support ☐ Experts ☐

FRIG - 2/2/3 ☐ Mines ☐

Heavy Battlesuit ☐

• Assemble the STRATOP deck from all NON RESTRICTED cards.

• Restricted 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 absorbed.

• Play up to 2 STRATOP Cards per Mission, even when attempting a mission you have just absorbed.

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

**WARP FIELD TRACK**

GREATER DEMON: ELDER RUNE 1

GREATER DEMON: FIRE AXE 2

GREATER DEMON: TORSO 2

GREATER DEMON: ARM 2

GREATER DEMON: ASH WHIP 3

GREATER DEMON: TORSO 2

GREATER DEMON: ARM 2

GREATER DEMON: TORSO 2

GREATER DEMON: LEGS 3

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

**Fear 15:** Something's a-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 Field in space 1. Cancel a number of Wounds in each Zone equal to the current position of the counter on the Warp Field when setting up. Wounds Shaken: One Unit may not Activate next turn. Mark that Unit with a Multipurpose counter as a reminder.

**RANGE TABLE**

0-1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20-21	22-23	24-25	26-27	28-29	30-31	32-33	34-35	36-37	38-39	40-41	42-43	44-45	46-47	48-49	50-51	52-53	54-55	56-57	58-59	60-61	62-63	64-65	66-67	68-69	70-71	72-73	74-75	76-77	78-79	80-81	82-83	84-85	86-87	88-89	90-91	92-93	94-95	96-97	98-99	100-101	102-103	104-105	106-107	108-109	110-111	112-113	114-115	116-117	118-119	120-121	122-123	124-125	126-127	128-129	130-131	132-133	134-135	136-137	138-139	140-141	142-143	144-145	146-147	148-149	150-151	152-153	154-155	156-157	158-159	160-161	162-163	164-165	166-167	168-169	170-171	172-173	174-175	176-177	178-179	180-181	182-183	184-185	186-187	188-189	190-191	192-193	194-195	196-197	198-199	200-201	202-203	204-205	206-207	208-209	210-211	212-213	214-215	216-217	218-219	220-221	222-223	224-225	226-227	228-229	230-231	232-233	234-235	236-237	238-239	240-241	242-243	244-245	246-247	248-249	250-251	252-253	254-255	256-257	258-259	260-261	262-263	264-265	266-267	268-269	270-271	272-273	274-275	276-277	278-279	280-281	282-283	284-285	286-287	288-289	290-291	292-293	294-295	296-297	298-299	300-301	302-303	304-305	306-307	308-309	310-311	312-313	314-315	316-317	318-319	320-321	322-323	324-325	326-327	328-329	330-331	332-333	334-335	336-337	338-339	340-341	342-343	344-345	346-347	348-349	350-351	352-353	354-355	356-357	358-359	360-361	362-363	364-365	366-367	368-369	370-371	372-373	374-375	376-377	378-379	380-381	382-383	384-385	386-387	388-389	390-391	392-393	394-395	396-397	398-399	400-401	402-403	404-405	406-407	408-409	410-411	412-413	414-415	416-417	418-419	420-421	422-423	424-425	426-427	428-429	430-431	432-433	434-435	436-437	438-439	440-441	442-443	444-445	446-447	448-449	450-451	452-453	454-455	456-457	458-459	460-461	462-463	464-465	466-467	468-469	470-471	472-473	474-475	476-477	478-479	480-481	482-483	484-485	486-487	488-489	490-491	492-493	494-495	496-497	498-499	500-501	502-503	504-505	506-507	508-509	510-511	512-513	514-515	516-517	518-519	520-521	522-523	524-525	526-527	528-529	530-531	532-533	534-535	536-537	538-539	540-541	542-543	544-545	546-547	548-549	550-551	552-553	554-555	556-557	558-559	560-561	562-563	564-565	566-567	568-569	570-571	572-573	574-575	576-577	578-579	580-581	582-583	584-585	586-587	588-589	590-591	592-593	594-595	596-597	598-599	600-601	602-603	604-605	606-607	608-609	610-611	612-613	614-615	616-617	618-619	620-621	622-623	624-625	626-627	628-629	630-631	632-633	634-635	636-637	638-639	640-641	642-643	644-645	646-647	648-649	650-651	652-653	654-655	656-657	658-659	660-661	662-663	664-665	666-667	668-669	670-671	672-673	674-675	676-677	678-679	680-681	682-683	684-685	686-687	688-689	690-691	692-693	694-695	696-697	698-699	700-701	702-703	704-705	706-707	708-709	710-711	712-713	714-715	716-717	718-719	720-721	722-723	724-725	726-727	728-729	730-731	732-733	734-735	736-737	738-739	740-741	742-743	744-745	746-747	748-749	750-751	752-753	754-755	756-757	758-759	760-761	762-763	764-765	766-767	768-769	770-771	772-773	774-775	776-777	778-779	780-781	782-783	784-785	786-787	788-789	790-791	792-793	794-795	796-797	798-799	800-801	802-803	804-805	806-807	808-809	810-811	812-813	814-815	816-817	818-819	820-821	822-823	824-825	826-827	828-829	830-831	832-833	834-835	836-837	838-839	840-841	842-843	844-845	846-847	848-849	850-851	852-853	854-855	856-857	858-859	860-861	862-863	864-865	866-867	868-869	870-871	872-873	874-875	876-877	878-879	880-881	882-883	884-885	886-887	888-889	890-891	892-893	894-895	896-897	898-899	900-901	902-903	904-905	906-907	908-909	910-911	912-913	914-915	916-917	918-919	920-921	922-923	924-925	926-927	928-929	930-931	932-933	934-935	936-937	938-939	940-941	942-943	944-945	946-947	948-949	950-951	952-953	954-955	956-957	958-959	960-961	962-963	964-965	966-967	968-969	970-971	972-973	974-975	976-977	978-979	980-981	982-983	984-985	986-987	988-989	990-991	992-993	994-995	996-997	998-999	1000-1001	1002-1003	1004-1005	1006-1007	1008-1009	1010-1011	1012-1013	1014-1015	1016-1017	1018-1019	1020-1021	1022-1023	1024-1025	1026-1027	1028-1029	1030-1031	1032-1033	1034-1035	1036-1037	1038-1039	1040-1041	1042-1043	1044-1045	1046-1047	1048-1049	1050-1051	1052-1053	1054-1055	1056-1057	1058-1059	1060-1061	1062-1063	1064-1065	1066-1067	1068-1069	1070-1071	1072-1073	1074-1075	1076-1077	1078-1079	1080-1081	1082-1083	1084-1085	1086-1087	1088-1089	1090-1091	1092-1093	1094-1095	1096-1097	1098-1099	1100-1101	1102-1103	1104-1105	1106-1107	1108-1109	1110-1111	1112-1113	1114-1115	1116-1117	1118-1119	1120-1121	1122-1123	1124-1125	1126-1127	1128-1129	1130-1131	1132-1133	1134-1135	1136-1137	1138-1139	1140-1141	1142-1143	1144-1145	1146-1147	1148-1149	1150-1151	1152-1153	1154-1155	1156-1157	1158-1159	1160-1161	1162-1163	1164-1165	1166-1167	1168-1169	1170-1171	1172-1173	1174-1175	1176-1177	1178-1179	1180-1181	1182-1183	1184-1185	1186-1187	1188-1189	1190-1191	1192-1193	1194-1195	1196-1197	1198-1199	1200-1201	1202-1203	1204-1205	1206-1207	1208-1209	1210-1211	1212-1213	1214-1215	1216-1217	1218-1219	1220-1221	1222-1223	1224-1225	1226-1227	1228-1229	1230-1231	1232-1233	1234-1235	1236-1237	1238-1239	1240-1241	1242-1243	1244-1245	1246-1247	1248-1249	1250-1251	1252-1253	1254-1255	1256-1257	1258-1259	1260-1261	1262-1263	1264-1265	1266-1267	1268-1269	1270-1271	1272-1273	1274-1275	1276-1277	1278-1279	1280-1281	1282-1283	1284-1285	1286-1287	1288-1289	1290-1291	1292-1293	1294-1295	1296-1297	1298-1299	1300-1301	1302-1303	1304-1305	1306-1307	1308-1309	1310-1311	1312-1313	1314-1315	1316-1317	1318-1319	1320-1321	1322-1323	1324-1325	1326-1327	1328-1329	1330-1331	1332-1333	1334-1335	1336-1337	1338-1339	1340-1341	1342-1343	1344-1345	1346-1347	1348-1349	1350-1351	1352-1353	1354-1355	1356-1357	1358-1359	1360-1361	1362-1363	1364-1365	1366-1367	1368-1369	1370-1371	13
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# 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  
DIRB: N/A  
DIRP: N/A  
RAD: N/A  
DAVL: N/A  
APSE: 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
- » Mission Events
- » Special Nodes
- » Security Lock
- » Security Code
- » Base Security
- » Coop Objectives
- » 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  
DIRB: N/A  
DIRP: N/A  
RAD: N/A  
DAVL: N/A  
APSE: 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 Mode 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  
DIRB: N/A  
DIRP: N/A  
RAD: N/A  
DAVL: N/A  
APSE: 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.

**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  
DIRB: N/A  
DIRP: N/A  
RAD: N/A  
DAVL: N/A  
APSE: 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

The mission card is divided into three horizontal sections. The top section is black with white text. The middle section is yellow with black text. The bottom section is red with white text. The background of the card features a faint, stylized image of a soldier in a space suit.

**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





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.	
RN	Set	M	F	
0-1	M	M	M	
2	M	M	M	
3-4	F	F	F	
5+	F	F	F	Gain 1 additional XP when facing Battledrones.

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 RUNE1

ELDER RUNE

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

F

M

GREATER DAEMON: FIRE AXE2

ASH WHIP:

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

F3

M4

GREATER DAEMON: ASH WHIP3

ELDER SIGHT:

+1 AP WHEN ROLLING MELEE AND FIRE RNS

WARP LASH:

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

F4

M3

GREATER DAEMON: TORSO2

F5

M4

GREATER DAEMON: ARM2

DEADLY:

EACH SL GENERATES 2 WOUNDS

F4

M4

GREATER DAEMON: ARM2

DEADLY:

EACH SL GENERATES 2 WOUNDS

F5

M4

GREATER DAEMON: TORSO2

F5

M4

GREATER DAEMON: LEGS3

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

F5

M4

**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 WTO1 STEEL SOUL

**OBJECTIVE:** EXPLORE ALL THREE "?" NODES AND ELIMINATE ALL ENEMIES THEREIN. THE BATTLEDRONE MUST COMPLETE THE MISSION UNDAMAGED.

**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



MARKER 1



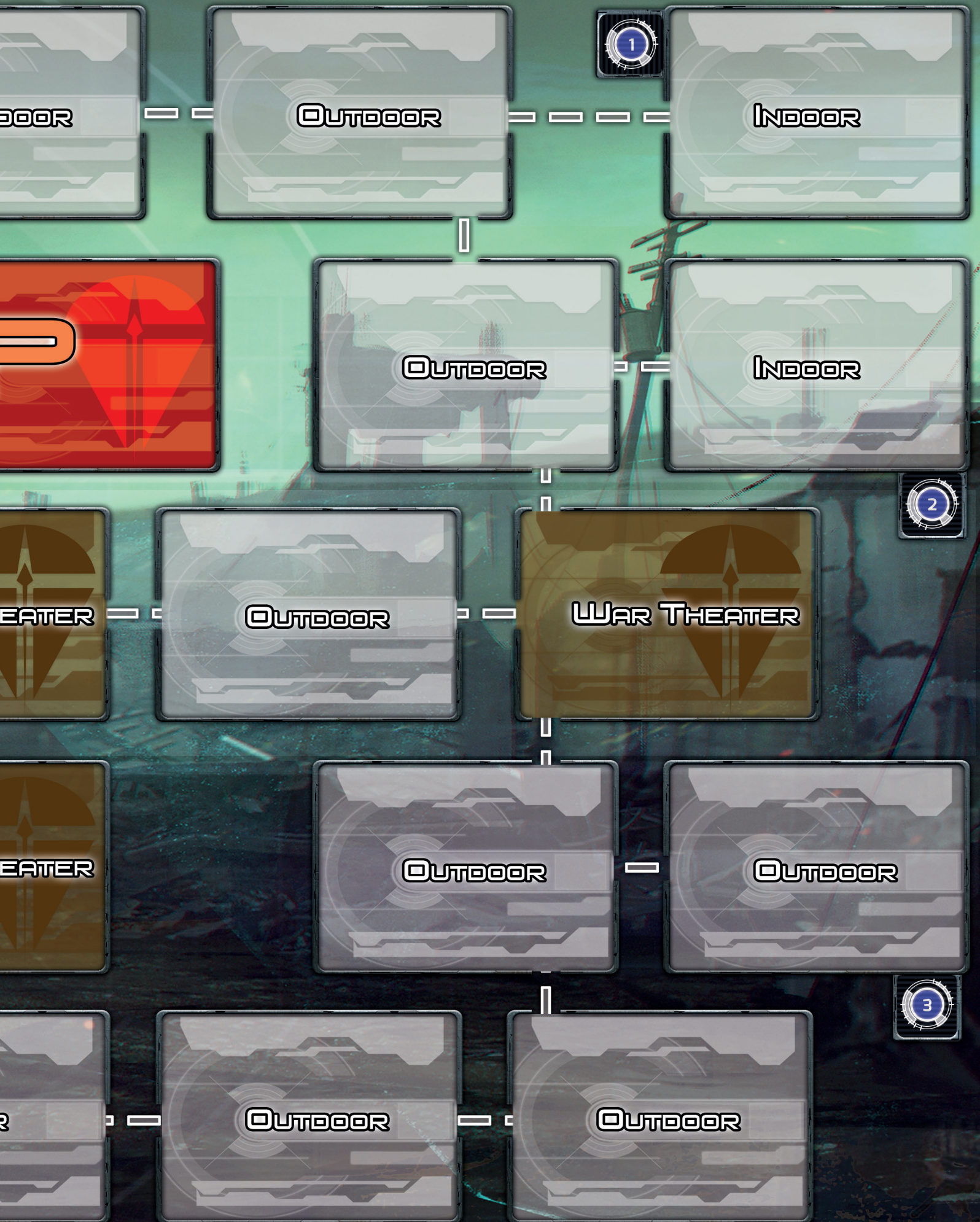
MARKER 2



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



MARKER 1



MARKER A



MARKER 2



MARKER B



MARKER 3



MARKER C





