

# SPACE INFANTRY

## RESURGENCE



### Component List



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# SPACE INFANTRY RESURGENCE

## COMPONENTS LIST

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

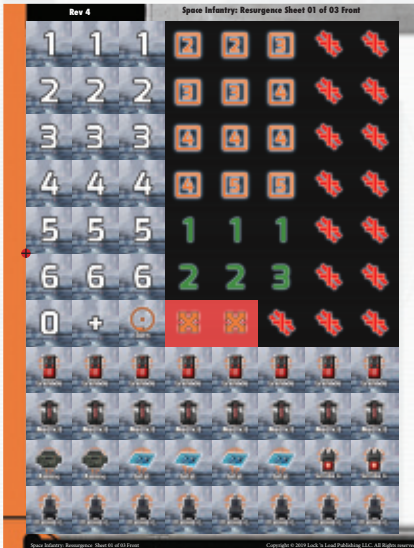


### 1x 11" x 17" Double Sided War Theater Map Sheet

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

#### Mission SB01: Base Assault

MISpec 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 packed the short story. 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 "1" and resolve the event.

#### Special Node Pool

Create the Special Node pool by Card "1" and two additional Special Node Cards chosen randomly from "1", "0", and "1" (See Special Node 5.5.3).



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



SPECIAL NODE TABLE	
	It's the Command and Control station, and of course it's heavily guarded. Don't try to have anything better to do? <b>Event (Auto/6)</b>
	Well this is a problem. MISpec 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 600TI <b>Event (Auto/Building) See 23.3</b>
	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. <b>Event (5/A). If resolved, charge event string on Node "1" to (Auto/4-1)</b>
	We've found one of their Weapon Depots! All those wonderful shiny explosives just sitting there. It'd be a crime to just leave them, right? <b>Event (3+/A). Immediately Gain 2 Grenade Resource Counters is successfully resolved.</b>

# 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

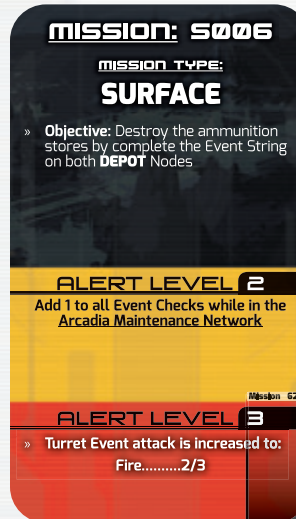


### 2x 5.5" x 8.5" SINGLE SIDED Enemy Boss Sheets

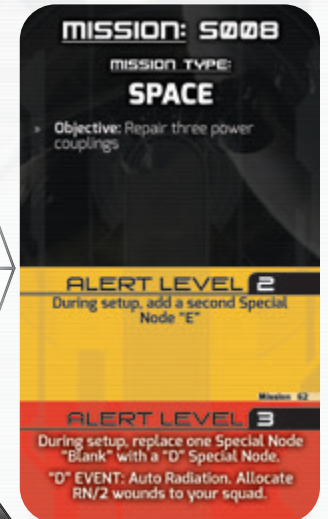


This group contains a duplicate S006. The duplicate contains the watermark "Mission 62" in the lower right of the card. The card with the watermark "Mission 62" This should read as S008

Bad Card



Good Card



Mission 62

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



# SPACE INFANTRY RESURGENCE

## COMPONENTS LIST

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

**MISSION: H001**

**MISSION TYPE:**  
**HIVE**

- » **Objective:** Recon the cave network by getting 3 Recon Points (RPs).
- » See Scenario Sheet H001.

**ALERT LEVEL 2**

- » Add a Second "Blank" node to the Special Node Pool.
- » You Need 4 RPs to win.

**ALERT LEVEL 3**

- » Replace a "Blank" Node with an "E" Node.
- » "E" Node Event String Auto B/(-1)

**Mission Card**

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

UNKNOWN

RP: NA  
ENEMY: NA  
RE: NA  
DRO: NA  
DWP: NA  
DPL: NA  
DCL: NA

### 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

RP: NA  
ENEMY: NA  
RE: NA  
DRO: NA  
DWP: NA  
DPL: NA  
DCL: NA

### 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

RP: NA  
ENEMY: NA  
RE: NA  
DRO: NA  
DWP: NA  
DPL: NA  
DCL: NA

### 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 IT'S 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!



# SPACE INFANTRY RESURGENCE

## COMPONENTS LIST

### 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: DeepPoint  
Rel: Unknown  
Dist: 18 AU  
DPR: 2.6 SOL Years  
Dist. Travel: Only 20 Sol-hours  
EPT: 2 + 1 Sol

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

**STEEL BONES Mk 2b**

10

RAM 1

RAM 3

RAM 2

### 8x 2.75" x 4.75" Horde Cards

**HORDE: 001: FLESH EATERS** 1

**STARTING ASSETS:**  
6 Resource Points  
30 Squad Points  
20 Building Points

**INTERWAVE ASSETS:**  
5 Squad Points  
20 Building Points

**FINAL WAVE:**  
1 Queen, 5 Scouts

**WAVE COMPOSITION**

D 4 Scouts  
S 1 Warrior, 4 Scouts  
E 5 Scouts  
B 2 Warrior, 2 Scouts

**ENEMY ACTIVATION**

RN	I	II	III
1-	LA	LA	AA
2	RA	RA	A
3-5	A	A	A
6+	AA	AA	AA

**THE HORDE**

"WE'VE MINED THE PASS AND THE STARPORT IS DEFENDED AS BEST WE CAN. WE'VE PACKED ALL OUR ENCOUNTER DATA WITH THE SURVIVORS. 8TH BATTALION, OUT."

// TRANSMISSION TERMINATED AT SOURCE 23H HOURS AFTER RECEIPT //

**The Horde**

RACE: N/A  
DISTANCE: N/A  
REL: N/A  
DPR: N/A  
DPR: N/A  
DPR: N/A  
DPR: N/A

### 45x 2.5" x 3.5" Xeno Mind Cards

**XENO MIND**

### 31x 2.5" x 3.5" Player Unit Cards

**C-C TEAM**

30

F 4

M 3

ADVANCE.....3

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

**STRATEGIC OPTION**

**STRATEGIC OPTION**

// Restricted Access //

Set aside until otherwise instructed

# SPACE INFANTRY RESURGENCE

## COMPONENTS LIST

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



- 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



# SPACE INFANTRY RESURGENCE

## COMPONENTS LIST

### 24x 2.5" x 1.75" Hive Nodes



### 62x 2.5" x 1.75" Mission Nodes



### 4x 2.5" x 1.75" Hive Cave IN 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



### 14x 2.5" x 1.75" War Theater Nodes

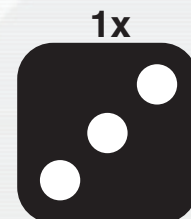
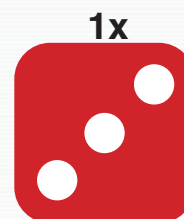


### 10x 2.5" x 1.75" Scenario Location Nodes



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

### 2x Dice





# SPACE INFANTRY

EXPANSION PACK



**Component List**



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# 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 last 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 its encounter with the Fish enter queue 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 form 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 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: \_\_\_\_\_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 Outcast 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 area surrounding the enemy fortress has 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 base 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 icon on the tracking sheet. 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 warp particles with the fortress. We know the Gull has been trying to [CLASSIFIED] and MilspecIntel 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

**ENEMY: DARK FAITH - GREATER DEMON** TYPE: WNO DATA

**WARP FIELD TRACK**

GREATER DEMON ELDER RING 1

GREATER DEMON FIRE AOE 2

GREATER DEMON ASH WIND 3

GREATER DEMON THUNDER 2

GREATER DEMON ARM 2

GREATER DEMON THUNDER 2

GREATER DEMON ARM 2

GREATER DEMON THUNDER 2

GREATER DEMON LEAD 3

**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	D	M	T	F
0-1	T	M	T	F
2-3	F	F	F	M
4-5	M	T	F	F
6+	T	F	F	F

**Flame Immunity:** This thing whatever that 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:** Sometimes 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 4-2. If you fail, the unit is Shaken. See 7.5.

**Warp Field:** This thing is from our universe, and its affecting everything around it. When setting up, place a Multipurpose Counter on the Warp Track when setting up. Cancel a number of Wounds in each Zone equal to the current position of the counter on the Warp Track when setting up wounds. **Shaken:** One Unit may not Activate next turn. Mark that Unit with a Multipurpose counter as a reminder.

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

C007

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

As the old adage goes, you never know what there are things beyond our universe that have done to us. And the Dark Faith know it. All started when a wave of mysterious reports came through our Deep Periphery colonies. There was enough to draw many to suicide. Mission Beta picked up an incident the D.F. investigated. What they found out there in the back isn't something we can tell either way. But the blasted hellzone of LX 247 and the collective night terrors of that region since go a long way to confirming my personal conclusion. Hell came calling, and we only just stopped it.

**VPs Victory Level Table**

Score	Major Victory
3544	Minor Defeat
4042	Tactical Victory
5340	Major Victory
64+	Devastating Victory

**CAMPAIGN LOG**

#	ID	A	D	Deck	Notes
1	1	A	W	Enemy Dark Path	10
2	1	A	W	Enemy Dark Path	10
3	1	A	W	Warp Field	11
4	1	A	W	Warp Field	12
5	1	A	W	Warp Field	13
6	1	A	W	Warp Field	14
7	1	A	W	Warp Field	15
8	1	A	W	Warp Field	16

**SCENARIO SEQUENCE**

Deck - A	Deck - B
S001	S005
S002	S012
S003	H00A
H001	S006
H002	H003
H007	S011
S005	S010
S009	S012

**ALL EVENTS 6B** AL 2 Event 3  
AL 9 Event 2

**END MISSION PROCEDURE**

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

**VICTORY POINTS EARNED**

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

**STRATOPs**

Reinforce  Beta Arms

+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

FRE... 2/2/3/3  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 aborted.  
Play up to 2 STRATOP Cards per Mission, even when attempting a mission you have just aborted.

# 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**

FOR: N/A  
ENEMY: N/A  
ML: N/A  
DPS: N/A  
DAD: N/A  
DPS: N/A  
DPS: 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 Events
- » Mission 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**

FOR: N/A  
ENEMY: N/A  
ML: N/A  
DPS: N/A  
DAD: N/A  
DPS: N/A  
DPS: 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  
SOI AGAINST  
RECOMMEND MISSION ABORT  
SANCTIONED CODE: EXTREMIS ULTRA  
LOCK IN COORDINATES FOR EXTRACTION

**EXTREMIS ULTRA**

FOR: N/A  
ENEMY: N/A  
ML: N/A  
DPS: N/A  
DAD: N/A  
DPS: N/A  
DPS: 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**

FOR: N/A  
ENEMY: N/A  
ML: N/A  
DPS: N/A  
DAD: N/A  
DPS: N/A  
DPS: 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



### 10x 2.5" x 1.75" Equippable Cards



### 12x 2.5" x 1.75" Ice Biome Nodes




### 10x 2.5" x 1.75" Mission S018 Nodes



# SPACE INFANTRY RESURGENCE

## TEMPORARY PRINTABLE REPLACEMENT PARTS

### S008 Mission Card Front



**MISSION: S008**

**MISSION TYPE:**  
**SPACE**

» **Objective:** Repair three power couplings

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

Mission 62

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**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

**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.

**GREATER DAEMON: LEGS** 3

MASSIVE HCOVES:  
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



## 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

1 MARKER 1

2 MARKER 2

3 MARKER 3







## MISSION WTOP2

### 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



