Space Infantry Resurgence

LOW INK Usage Campaign Sheets v1

C001 (Page 2)	Changed coloring to be ink friendly over stock campaign sheets. Corrected any grammatical or spelling errors I found. Tried to keep formatting and positioning as close as possible to stock campaign sheets. Otherwise as identical as I could make to the stock sheets.
C002 (Page 3)	Ditto
C003 (Page 4)	Ditto
C004 (Page 5)	Ditto
C005 (Page 6)	Ditto
C006 (Page 7)	Ditto
C007 (Page 8)	Ditto
C005 (Page 9)	Altered VP table in upper right corner to reflect the different manner in which victory is determined. Altered the VP table in the bottom right corner by removing the line awarding 2 points for successfully re-attempting an aborted mission. Re-attempting missions is not allowed in this campaign. Otherwise, the campaign sheet is the same as the original.

C001—Prelude to War: NEXUS Flashpoint

-//CY 2657-2661 After Action Report, Nexus, Jovian 3 System//-

Our second Interstellar War came roughly 40 years after First Contact. We'd managed to rebuild and continue our expansion into the galaxy, when we encountered more Alien races. We were instantly the runt among giants, and they ran the show out there. We did our best to try and integrate, but 2 years after second contact, Hi-com received an anonymous tip: The Xenotypes that nearly wiped us out; they'd been sent by one of those we'd hoped to call friends. We chased the lead down into tunnels beneath the Nexus hubs to try and confirm it. If it was true, the new kid was about to go pick a fight.

VPs	Victory Level Table
0-15	**Major Defeat**
16-23	**Minor Defeat**
24-27	**Tactical Victory**
28-32	**Major Victory**
33+	**Decisive Victory**

CAMPAIGN LOG

#	ID	Mission Deck	Notes
1		A	**ALERT LEVEL = 1**
2		A	
3		A	
4		A	**ALERT LEVEL = 2**
5		B	
6		B	
7		B	**ALERT LEVEL = 3** Add 1 AL3 Event to the Deck
8		B	

MISSION DECKS

Deck - A	Deck - B
S001	S005
S002	H004
H001	S006
S003	H005
H002	S007
H003	S008
AL 1 Events x 2	AL 1 Event AL 2 Event

STRATOPS

Reinforce	☐	Beta Ammo	☐ ☐
+1 Intel Resource	☐ ☐	Plasma Gun	☐
+2 Medkit Resources	☐	Plasma Grenades	☐ ☐
Max Resources = 9	☐	Medical Support	☐
+20 Squad Points	☐ ☐	+2 Resources	☐
Personal Favor	☐	Scout Support	☐
New ATV	☐	Platoon HQ Support	☐
Mortar Support Fire….2/2/3/3	☐	Experts	☐
Heavy Battlesuit	☐ ☐	Mines	☐

- Assemble the STRATOP Deck from all NON RESTRICTED cards
- Restricted STRATOPs require 3 Intel Resources to use.
- 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 STRATOPS Cards per Mission, even when attempting a mission you have just aborted.

END MISSION PROCEDURE

1. Recover units under Med. Treatment
2. Promote Green Units
3. Score Victory Points
4. Check for Leader Awards
5. Check for Incapacitated Units:
   ◊ 1 = Unit Killed
   ◊ 2-4 = Unit required Med Treatment
   ◊ 3-6 = Unit recovers all wounds

VICTORY POINTS EARNED

VPs	Condition
3	Mission Success!
2	Aborted mission Success
1	Mission Aborted (no other VPs may be earned)
-1	Mission Failed: Any Units Alive
-3	Mission Failed: All Units KIA
1	10 Unspent Squad Points
1	Every 2 Unspent Resources
1	Only 1 STRATOP chosen
2	No STRATOPS chosen
1	Mission Success by turn 14

C002—Second Contact War: TUNNEL Fighting

-//CY 2661-2662 After Action Report, Nexus, Jovian 3 System//-

The Second Contact War was bloody, brief, and almost entirely underground for the SI. The Nexus Hub was the tip of an iceberg, each location going further underground. When the Colonial Fleet slipped in system and started shooting, the entire galactic community rushed to condemn us. We needed to find proof of the enemy's attempted Xenocide and STRATOPS had identified 6 targets in the Jovian 3 system that could provide answers. If not, the human race would find itself in the biggest hot war since First Contact.

Victory Level Table

VPs	Victory Level Table
0-9	Major Defeat
10-14	Minor Defeat
15-17	Tactical Victory
18-21	Major Victory
22+	Decisive Victory

CAMPAIGN LOG

#	ID	Mission Deck	Notes
1		A	ALERT LEVEL = 1
2		A	
3		A	
4		A	ALERT LEVEL = 2
5		A	

MISSION DECKS

Deck - A

H001	
H002	
H003	
H004	
H005	
H006	
AL 1 Events x 2	

STRATOPS

Reinforce ☐

+1 Intel Resource ☐ ☐

+2 Medkit Resources ☐

Max Resources = 9 ☐

+20 Squad Points ☐ ☐

Personal Favor ☐

- NOTE: Assemble the STRATOP Deck using **ONLY THE CARDS ABOVE!**

- Restricted STRATOPs require 3 Intel Resources to use.

- 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 STRATOPS Cards per Mission, even when attempting a mission you have just aborted.

END MISSION PROCEDURE

1. Recover units under Med. Treatment
2. Promote Green Units
3. Score Victory Points
4. Check for Leader Awards
5. Check for Incapacitated Units:
   ◊ 1 = Unit Killed
   ◊ 2-4 = Unit required Med Treatment
   ◊ 3-6 = Unit recovers all wounds

VICTORY POINTS EARNED

VPs	Condition
3	Mission Success!
2	Aborted mission Success
1	Mission Aborted (no other VPs may be earned)
-1	Mission Failed: Any Units Alive
-3	Mission Failed: All Units KIA
1	10 Unspent Squad Points
1	Every 2 Unspent Resources
1	Only 1 STRATOP chosen
2	No STRATOPS chosen
1	Mission Success by turn 14

C003—The Exodus Raids: New Carthage Lagrange point

-//CY 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 intercepted, pulled from captured ships and interned in live-ships before the Escort Fleet could intercept. By the time Earth had traced the Live-Ships back to the Cybers forward systems, dubbed the Cyber Frontier, the 8th, 16th, and 2nd Destroyer groups had converged and things quickly spiraled out of control.

VPs	Victory Level Table
0-15	**Major Defeat**
16-23	**Minor Defeat**
24-27	**Tactical Victory**
28-32	**Major Victory**
33+	**Decisive Victory**

CAMPAIGN LOG

#	ID	Mission Deck	Notes
1		**A**	**ALERT LEVEL = 1 ENEMY= CYBERS**
2		**A**	
3		**A**	
4		**A**	**ALERT LEVEL = 2** Add 1 AL2 Event to the Deck
5		**B**	
6		**B**	
7		**B**	**ALERT LEVEL = 3** Add 1 AL3 Event to the Deck
8		**B**	Add 1 AL3 Event to the Deck

MISSION DECKS

Deck - A	Deck - B
S001	**S005**
S002	**H004**
H001	**S009**
S003	**H007**
H002	**H008**
H006	**S011**
S006	**S010**
AL 1 Events x 3	**AL 2 Event** **AL 3 Event**

STRATOPS

Reinforce	☐	Beta Ammo	☐ ☐
+1 Intel Resource	☐ ☐	Plasma Gun	☐
+2 Medkit Resources	☐	Plasma Grenades	☐ ☐
Max Resources = 9		Medical Support	☐
+20 Squad Points	☐ ☐	+2 Resources	☐
Personal Favor		Scout Support	☐
New ATV		Platoon HQ Support	☐
Mortar Support Fire….2/2/3/3		Experts	☐
Heavy Battlesuit	☐ ☐	Mines	☐

- Assemble the STRATOP Deck from all NON RESTRICTED cards
- Restricted STRATOPs require 3 Intel Resources to use.
- Draw 2 STRATOPs when setting up a NEW mission. Do not draw STRATOPs when setting up a mission you have just aborted.
- Play up t 2 STRATOPS Cards per Mission, even when attempting a mission you have just aborted.

END MISSION PROCEDURE

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2. Promote Green Units
3. Score Victory Points
4. Check for Leader Awards
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   ◊ 1 = Unit Killed
   ◊ 2-4 = Unit required Med Treatment
   ◊ 3-6 = Unit recovers all wounds

VICTORY POINTS EARNED

VPs	Condition
3	Mission Success!
2	Aborted mission Success
1	Mission Aborted (no other VPs may be earned)
-1	Mission Failed: Any Units Alive
-3	Mission Failed: All Units KIA
1	10 Unspent Squad Points
1	Every 2 Unspent Resources
1	Only 1 STRATOP chosen
2	No STRATOPS chosen
1	Mission Success by turn 14

C005 - The First Contact War: Earth Controlled Space

-//CY 2621-2635 After Action Report//-

This is a recreation of the First Contact War, the invasion of an extra-sector alien organism that came very close to wiping out the human race. It was only the actions of the newly created Space Infantry division of the Colonial Fleet that prevented us from becoming another footnote in the Commendum's records. This campaign begins just as humanity has reached its furthest point in the race for empire. The Deep Periphery is in the process of slowly unraveling as a failed colonial experiment, too far from Sol's reach to control, when an outpost around Tau-12 went silent.

VPs	Victory Level Table
0-15	**Major Defeat**
16-23	**Minor Defeat**
24-27	**Tactical Victory**
28-32	**Major Victory**
33+	**Decisive Victory**

CAMPAIGN LOG

#	ID	Notes	#	ID	Notes
1			9		
2			10		
3			11		
4			12		
5			13		
6			14		
7			15		
8					

MISSION DECKS

Scenarios	Scenarios
FE01	H101 / H103
FE02 / FE03	H102
FE04	H104
FE05	**OPTIONAL MISSION**
FE07 / FE09	
FE10	FE06
FE12 / FE13	FE08
FE14	FE08
FE15	FE11

STRATOPS

Reinforce ☐

Beta Ammo ☐ ☐

+1 Intel Resource ☐ ☐

Plasma Gun ☐

+2 Medkit Resources ☐

Plasma Grenades ☐ ☐

Max Resources = 9 ☐

Medical Support ☐

+20 Squad Points ☐ ☐

+2 Resources ☐

Personal Favor ☐

Scout Support ☐

New ATV ☐

Platoon HQ Support ☐

Mortar Support Fire....2/2/3/3 ☐

Experts ☐

Heavy Battlesuit ☐ ☐

Mines ☐

- 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.
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END MISSION PROCEDURE

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VICTORY POINTS EARNED

VPs	Condition
3	Mission Success!
2	Aborted mission Success
1	Mission Aborted (no other VPs may be earned)
-1	Mission Failed: Any Units Alive
-3	Mission Failed: All Units KIA
1	10 Unspent Squad Points
1	Every 2 Unspent Resources
1	Only 1 STRATOP chosen
2	No STRATOPS chosen
1	Mission Success by turn 14

C004—The Exodus Raids: Cyber Frontier

-//CY 2691 After Action Report, Cyber Frontier//-

While the Earth forces quarantined the Cyber Frontier, our name for the systems closest to earth space that were under Cyber control, the Commendum, provided relief support to our remaining colonists. They also watched our Colonial Fleet for signs of aggression against sovereign Cyber territory. That left the SI to infiltrate the underground Cyber bases and get our people back. Nothing like plausible deniability to keep everyone happy.

VPs	Victory Level Table
0-15	**Major Defeat**
16-23	**Minor Defeat**
24-27	**Tactical Victory**
28-32	**Major Victory**
33+	**Decisive Victory**

CAMPAIGN LOG

#	ID	Mission Deck	Notes
1		A	**ENEMY= CYBERS**
2		A	You must select one of the "Hard" Variants for this mission.
3		A	**Use the Void Spiders for all 5+/A Events**
4		B	
5		B	Add 1 AL3 Event to the deck.
6		B	You must select one of the "Hard" Variants for this mission.

MISSION DECKS

Deck - A	Deck - B
H001	**H003**
H002	**H007**
H006	**H008**
H004	**H005**
AL 1 Events x 2	**AL 2 Events x2**

STRATOPS

Reinforce		Beta Ammo	☐	☐
+1 Intel Resource	☐ ☐	Plasma Gun		☐
+2 Medkit Resources	☐	Plasma Grenades	☐	☐
Max Resources = 9		Medical Support		☐
+20 Squad Points	☐ ☐	+2 Resources		☐
Personal Favor		Scout Support		☐
New ATV		Platoon HQ Support		☐
Mortar Support Fire….2/2/3/3		Experts		☐
Heavy Battlesuit	☐ ☐	Mines		☐

- Assemble the STRATOP Deck from all NON RESTRICTED cards
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VICTORY POINTS EARNED

VPs	Condition
3	Mission Success!
2	Aborted mission Success
1	Mission Aborted (no other VPs may be earned)
-1	Mission Failed: Any Units Alive
-3	Mission Failed: All Units KIA
1	10 Unspent Squad Points
1	Every 2 Unspent Resources
1	Only 1 STRATOP chosen
2	No STRATOPS chosen
1	Mission Success by turn 14

C006—The Steel Bones: Cyber Controlled system LB33-X

-//CY 2691 After Action Report, Steel Bones Testing//-

When the Colonial Fleet slopped into the Cybers Harvest processing system at LB33-X, saying they were unprepared was an understatement. A full Cyber Fleet and Garrison was guarding a huge manufacturing and conversion factory. By the time reinforcements came, the fleet would be debris and the colonists would be gone. A multi-part raid using the Colonial Guard's 105th, and 4 teams of SI was our only chance. The SI and 105th did their jobs, but it was the deployment of the prototype Steel Bones units that really evened the odds long enough to get the colonists out.

CAMPAIGN LOG

#	ID	Battledrone Available	Notes
1		Mk1A	ENEMY = CYBERS
2		Mk2B	
3		Mk2B	Add 1 AL2 Event
4	Mk2B/Mk3D		

VPs | Victory Level Table

VPs	Victory Level Table
0-15	Major Defeat
16-23	Minor Defeat
24-27	Tactical Victory
28-32	Major Victory
33+	Decisive Victory

MISSION DECKS

Deck - A

SB01	
SB02	
SB03	
SB04	

STRATOPS

Reinforce			Beta Ammo	☐	☐
+1 Intel Resource	☐	☐	Plasma Gun		☐
+2 Medkit Resources		☐	Plasma Grenades	☐	☐
Max Resources = 9		☐	Medical Support		☐
+20 Squad Points	☐	☐	+2 Resources		☐
Personal Favor		☐	Scout Support		☐
New ATV		☐	Platoon HQ Support		☐
Mortar Support Fire….2/2/3/3		☐	Experts		☐
Heavy Battlesuit	☐	☐	Mines		☐

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3	Mission Success!
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1	Mission Aborted (no other VPs may be earned)
-1	Mission Failed: Any Units Alive
-3	Mission Failed: All Units KIA
1	10 Unspent Squad Points
1	Every 2 Unspent Resources
1	Only 1 STRATOP chosen
2	No STRATOPS chosen
1	Mission Success by turn 14

C007- The Devil Between: The Deep Periphery

-//CY 2632 After Action Report//-

As hard as it is for us to accept, we now have proof that there are things beyond our universe that have designs on us. And the Dark Faith knew it. It all started when a wave of nightmares rippled out through our Deep Periphery colonies, intense enough to drive many to suicide. MilSpecIntel picked up on it and sent the SI to investigate. What they found out there in the black isn't something we can fully explain yet, but the blasted heliscape 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
0-29	**Major Defeat**
30-44	**Minor Defeat**
45-52	**Tactical Victory**
53-60	**Major Victory**
61+	**Decisive Victory**

CAMPAIGN LOG

#	ID	Deck	Notes	#	ID	Deck	Notes
1		A	**Enemy = Dark Faith**	9		B	Add Plasma Gun STRATOP
2		A		10		B	**Type II/III Enemies have Fear (2) +3 VP**
3		A	Total VP>8: Warp Field–1	11		B	**Enemy = Mercenaries**
4		A	**Alert Level = 2**	12		B	Total VP>30 Warp Field –2
5		A	**Enemy Mercenaries**	13		B	**Alert Level = 3**
6		A	Add Plasma Grenade STRATOPS	14		B	Total VP>50: Ignore T Range effects
7		A	Vp<24, Note RN+2 Units as Cursed until Killed	15		See Note	**Enemy = Mission Sheet. Use Mission Card UT01.** Cursed Units Permanently Shaken.
8		B	**Enemy = Dark Faith**				

MISSION DECKS

Scenarios	Scenarios
FE01	**H101 / H103**
FE02 / FE03	**H102**
FE04	**H104**
FE05	**OPTIONAL MISSION**
FE07 / FE09	
FE10	**FE06**
FE12 / FE13	**FE08**
FE14	**FE08**
FE15	**FE11**

END MISSION PROCEDURE

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STRATOPS

Reinforce	☐	Beta Ammo	☐	☐
+1 Intel Resource	☐ ☐	Plasma Gun		☐
+2 Medkit Resources	☐	Plasma Grenades	☐	☐
Max Resources = 9	☐	Medical Support		☐
+20 Squad Points	☐ ☐	+2 Resources		☐
Personal Favor	☐	Scout Support		☐
New ATV	☐	Platoon HQ Support		☐
Mortar Support Fire….2/2/3/3	☐	Experts		☐
Heavy Battlesuit	☐ ☐	Mines		☐

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VPs	Condition
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-1	Mission Failed: Any Units Alive
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1	10 Unspent Squad Points
1	Every 2 Unspent Resources
1	Only 1 STRATOP chosen
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C005 - The First Contact War: Earth Controlled Space

-//CY 2621-2635 After Action Report//-

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Campaign Resolution

Last Scenario Played	Campaign Outcome

CAMPAIGN LOG

#	ID	Notes	#	ID	Notes
1			9		
2			10		
3			11		
4			12		
5			13		
6			14		
7			15		
8					

MISSION DECKS

Scenarios	Scenarios
FE01	H101 / H103
FE02 / FE03	H102
FE04	H104
FE05	OPTIONAL MISSION
FE07 / FE09	
FE10	FE06
FE12 / FE13	FE08
FE14	FE08
FE15	FE11

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STRATOPS

Reinforce	☐	Beta Ammo	☐ ☐
+1 Intel Resource	☐ ☐	Plasma Gun	☐
+2 Medkit Resources	☐	Plasma Grenades	☐ ☐
Max Resources = 9	☐	Medical Support	☐
+20 Squad Points	☐ ☐	+2 Resources	☐
Personal Favor	☐	Scout Support	☐
New ATV	☐	Platoon HQ Support	☐
Mortar Support Fire….2/2/3/3	☐	Experts	☐
Heavy Battlesuit	☐ ☐	Mines	☐

- Assemble the STRATOP Deck from all NON RESTRICTED cards
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VPs	Condition
3	Mission Success!
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1	10 Unspent Squad Points
1	Every 2 Unspent Resources
1	Only 1 STRATOP chosen
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1	Mission Success by turn 14