## SETTING: EARTH WAR

The Earth War, originally by Dark Horse Comics, tells the story of what happens when containment of XX121 is broken on Earth. It does not end well, in the comic series, the vast majority of humanity on earth is extinguished by XX121. On the one side you have the deprived citizens of earth seeking salvation from an alien intelligence and the other the greed-absorbed arrogant corporations seeking a profitable bioweapon system. Differing motivations brought them to the same longing for XX121. Both sides met the same end, total defeat. The end of humanity is hideous in its design. The Perfect Organism wages war without treaties or war goals, it is all-consuming and clinically meticulous in its violence. The comics paint a picture of humanity deserving its fate. As though XX121 is a force of nature balancing the universe. I have tried to bake that sentiment into the game experience. Each Mission sees the war worsen thematically even though you are technically 'winning' your separate missions, which is the essence of futility.
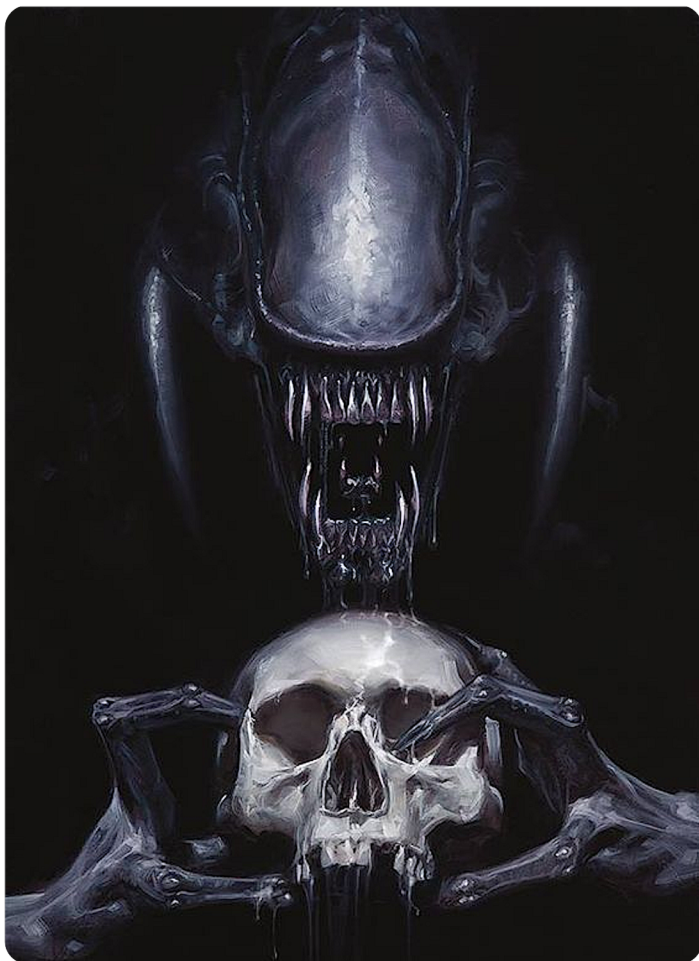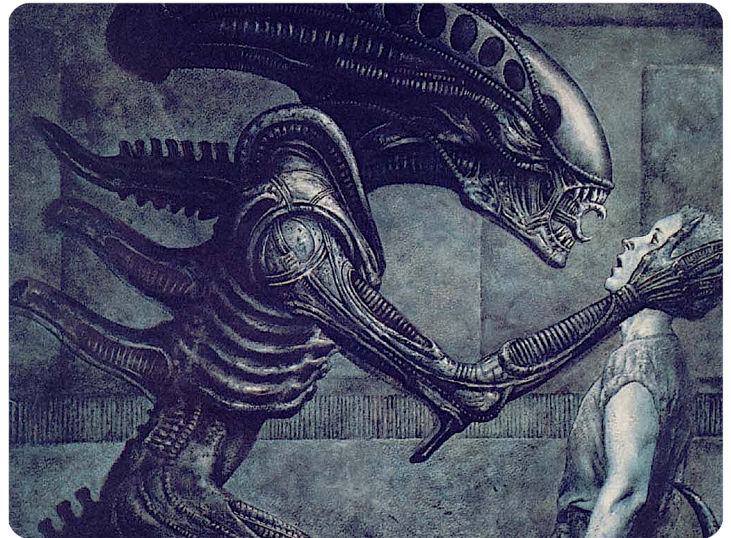
ENEMY RACE: XENOMORPH XX121

Unlike other enemy races in Space Infantry Resurgence there is no 'class' (A; B; C) of combat event. Instead, XX121 adapts to its enemy's battle composition so best to defeat your squad. Use ADAPT table instead of combat classification.

When the player has triggered a combat event they will count whether they have more total attacks at FIRE range or more total attacks at MELEE range. In so doing, the Xenomorph XX121 will combat the player without bowing to their strengths.

If the squad has more MELEE attacks then the ADAPT table column MELEE> is used. MELEE strong squad composition will be stealthily ambushed and frightened.

If the squad has more FIRE attacks then the ADAPT table column FIRE> is used. FIRE strong squad composition will be flanked and grappled down. XX121 will close distance quickly.

>> If counting MELEE and FIRE attacks results in a tie then generate RN: 1-3 = MELEE>, 5-6 = FIRE>.

>> Attacks given by equipment are counted.

New Features: W-Y & USCMC UNITS

Many new units have been included in this mod. Many have been divided into either having loyalty to Wayland-Yutani Corporation (W-Y) or United States Colonial Marine Corps (USCMC). Each Mission has a special objective only available & required when your Squad is comprised entirely of W-Y units, these are denoted as **Objective [W-Y].**

New Features: COMBAT MOD

Most exciting about this SIR modification is new rules for combat encounters. This modified combat is called **'Shadows Setup'**, and to do so makes a deck of enemies cards that includes false enemies called **'Merely Shadows'**, this deck is called the **'Shadows Deck'.** Precise details can be found on the Shadows Setup rules handout.

New Features: 15 MISSION CAMPAIGN

15 Mission Campaign with linear story progression is included. Including a Horde mode map that is slightly different from the Core game version.

New Features: EQUIPMENT

There are many new equippables specific to either the Shadows combat mod or the new units offered. Motion Trackers and others aid the player when in combat by permitting the revealing of face-down cards before assigning wounds. There are equipment specific to two new kinds of units: Drone Pilot; and Dog Team. Also, there is one equippable for vehicles.

New Features: New Boss battle

A new boss awaits the player close to the end of the campaign, the Xenomorph King.
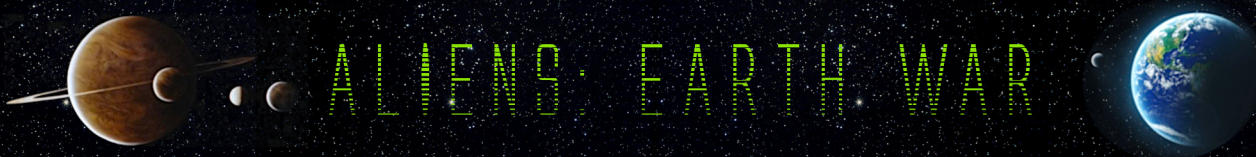
FACTION SPECIFIC UNITS:

Most squad units in this game are either **loyal** to Wayland-Yutani (**W-Y**) or United States Colonial Marines Corps (**USCMC**). Loyalty is signalled by the symbol behind the text on the squad unit card.

Some few squad units are **Neutral.** Those units have no symbol behind the text on the card. Neutral units do not enter into the equation for composition.

ADVANCE........3 WEYLAND-YUTANI CORP "Building Better Worlds"	ADVANCE........4 UNITED STATES COLONIAL MARINES CORPS
WAYLAND-YUTANI (W-Y)	**USCMC**
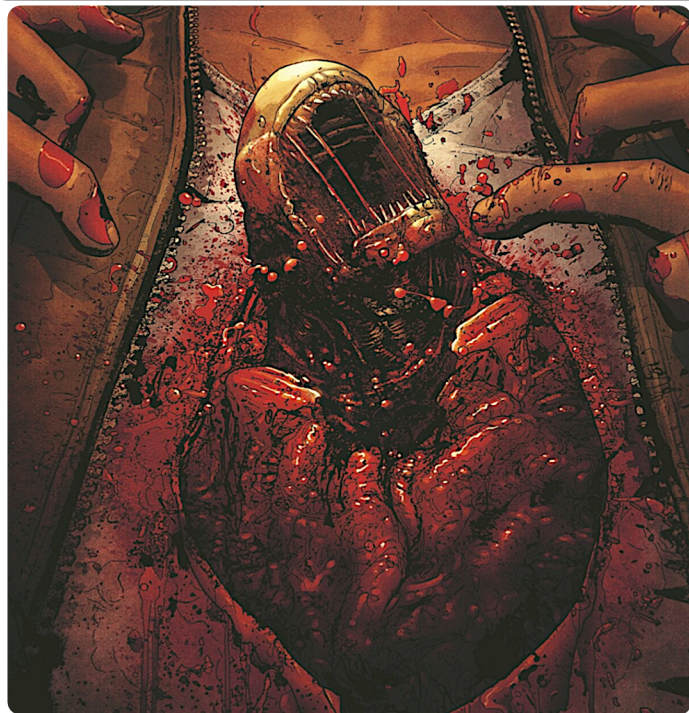
ROSTER SETUP: LOYALTY COMPOSITION

When creating a Squad Roster you should take into account the Loyalties of the units you will eventually draw on for your Squad during a mission.

USCMC LOYALTY: If during a Mission your squad is composed enitely of **USCMC** and Neutral units then you are only required to complete the [Required] Mission objective to win the mission. The [W-Y] objective is treated as though it does not exist.

W-Y LOYALTY: If during a mission your squad is composed entirely of **W-Y** and Neutral units then you *must also* complete the [W-Y] Mission objective, along with the [Required] objective, in order to win the mission.

MIXED LOYALTY: If during a mission your squad composition is **mixed** between W-Y and USCMC then you are permitted to complete the W-Y objective, if you successfully complete both you are rewarded for your extra effort with **+3 Experience** for each participating squad unit. Experience is rewarded during Mission Debrief.
But(!), during that mission, every time a squad finishes a combat event and has a composition of mixed loyalties they must take a **LOYALTY TEST**.

NEW RULE: LOYALTY TEST

Every time a mixed-loyalties squad finishes a combat event they must take a **LOYALTY TEST**. The stress of battle ignites disharmony when fueled by competing motivations and objectives. Conduct the following procedure:

>> Generate RN for a **COMMAND** skill test.

>> **Subtract the difference** in number between W-Y and USCMC Loyal units, ignoring Neutral units.

>> If at least one success level has been achieved for the COMMAND skill test, after modifiers applied, then the Squad's disparate loyalties do not compromise the mission.

>> But(!), if no success level is achieved then the player **either spends 2 TIME** to work out their differences OR chooses **one unit** to be **OOA** because that unit decided to 'go it alone'.

> **E.G.**
> Generated RN = 5
>
> 4 USCMC loyal units minus 1 W-Y loyal unit equals a disparity in loyalties of 3.
>
> Modified RN = (5-3) = 2
> COMMAND.........3
> Success level: (2/3) = no success levels

NEW ORDER: Check those corners!

Spend ONE Command Point to to flip face-up a face-down card in the Shadows Setup, once per combat round.

NEW ORDER: Marines, we're leaving!

During a combat round, a player's squad unit may choose to **change their range and 1 enemy's range** in the combat round instead of making a Skill check.

E.G. Pvt W. Hudson to follow the order 'Marines we're leaving!' and falls back thereby changing his range and the xenomorph's range from Melee to Fire.