

# SPACE INFANTRY

## RESURGENCE



**CORE RULES**



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**1.0 Contents**

<b>1.0 Introduction</b> .....	<b>11</b>	4.7.1. <i>Command Skill with Multiple Skill Levels</i> .....	19
<b>2.0 Community &amp; Support</b> .....	<b>11</b>	4.8. Equipables .....	19
2.1. Game Questions .....	11	<b>5.0 Standard Play</b> .....	<b>20</b>
2.2. Customer Support .....	11	5.1. Basic Components .....	20
2.3. Resources .....	11	5.2. Standard Play Sequence .....	21
2.4. Video Boot Camp .....	11	5.3. Mission Selection .....	21
<b>3.0 Game Components</b> .....	<b>11</b>	5.3.1. <i>Hive Mission Selection</i> .....	21
3.1. Base Game Components .....	11	5.4. Set Alert Level .....	22
<b>4.0 Key Elements and Concepts</b> ...	<b>12</b>	5.5. Map creation .....	22
4.1. Mission Map and Nodes .....	12	5.5.1. <i>Special Node cards</i> .....	22
4.1.1. <i>Biome Nodes</i> .....	13	5.6. Timer Setup .....	23
4.2. Random Number (RN) Generation .....	13	5.6.1. <i>Mission Time Limit</i> .....	23
4.2.1. <i>Extended Dice</i> .....	13	5.7. Enemy Selection .....	23
4.3. Events .....	14	5.8. Squad Selection .....	24
4.3.1. <i>Types of Event Strings</i> .....	14	5.9. Resource Selection .....	24
4.3.2. <i>Scope</i> .....	14	5.10. Operations Phase .....	24
4.4. Player and Enemies Units .....	14	<b>6.0 Operations Phase</b> .....	<b>25</b>
4.4.1. <i>Player Units</i> .....	15	6.1. Advance Turn .....	25
4.4.2. <i>Enemy Race Sheets and Units</i> .....	15	6.2. Move Your Squad .....	25
4.4.2.1. <i>Enemy Race Sheets</i> .....	15	6.3. Node Resolution .....	26
4.4.2.2. <i>Enemy Units</i> .....	16	6.3.1. <i>Unskilled Node Resolution</i> ...	26
4.4.2.3. <i>Special Enemies</i> .....	17	6.3.2. <i>Move to a Previously Resolved Node</i> .....	27
4.5. Skills .....	17	6.3.3. <i>Resolving a Special Node</i> ....	27
4.6. Skill Checks .....	17	6.4. Event Check .....	27
4.6.1. <i>Activate Unit / Generate Action Points (AP)</i> .....	17	6.5. End Turn .....	28
4.6.2. <i>Generate Success Levels (SLs)</i> .....	18	6.5.1. <i>Aborting a mission</i> .....	28
4.7. The Command Skill .....	18	<b>7.0 Combat</b> .....	<b>29</b>
		7.1. Command Skill Check .....	29
		7.2. Combat Range Determination .....	29
		7.3. Activate Units .....	29

7.3.1. <i>Generate Wounds</i> .....	30	9.3.3. <i>Combat Embark / Disembark</i> .....	38
7.3.2. <i>Assign Wounds</i> .....	30	9.3.3.1. <i>Embarking or Disembarking using Orders</i> .....	39
7.4. <i>Remove Casualties</i> .....	31	9.3.4. <i>Pilum Special Rules</i> .....	39
7.5. <i>Combat Variables</i> .....	31	9.3.4.1. <i>Coms Array</i> .....	39
7.5.1. <i>Armor</i> .....	31	9.3.4.2. <i>Armor Piercing</i> .....	39
7.5.2. <i>Armor Piercing</i> .....	31	9.3.5. <i>Pilum STRATOP card</i> .....	39
7.5.3. <i>Flamer</i> .....	32	9.4. <i>A.P.E.R. Tank</i> .....	39
7.5.4. <i>Flame Damage</i> .....	32	<b>10.0 Frequently Overlooked Rules</b> .....	<b>40</b>
7.5.5. <i>Poison Damage</i> .....	32	<b>11.0 Standard Play Example</b> .....	<b>41</b>
7.5.6. <i>Grapple</i> .....	33	11.4.3.3. <i>Remove Casualties (7.4)</i> .....	47
7.5.6.1. <i>Breaking the Grapple</i> .....	33	<b>12.0 Hive Missions</b> .....	<b>49</b>
7.5.7. <i>Ambush</i> .....	33	12.1. <i>New Components</i> .....	49
<b>8.0 Resources</b> .....	<b>34</b>	12.2. <i>Hive Tiles</i> .....	50
8.1. <i>Resource Description</i> .....	34	12.2.1. <i>Special Sector rules</i> .....	50
8.1.1. <i>Scorpio</i> .....	35	12.2.1.1. <i>Narrow Passages</i> .....	50
8.2. <i>Initial Resource Selection</i> .....	35	12.2.1.2. <i>Unstable Area</i> .....	50
8.3. <i>Resource Caches</i> .....	35	12.2.1.3. <i>Pitch Black</i> .....	50
<b>9.0 Vehicles</b> .....	<b>36</b>	12.2.1.4. <i>Complex Tunnel Network</i> .....	50
9.1. <i>Vehicle special Rules</i> .....	36	12.3. <i>Hive Mission Sheets</i> .....	51
9.1.1. <i>Heavy Armor</i> .....	36	12.4. <i>Hive Nodes</i> .....	51
9.1.1.1. <i>Structure Points</i> .....	36	12.5. <i>Special Hive Rules</i> .....	51
9.1.1.2. <i>Heavy Armor Attribute</i> .....	36	12.5.1. <i>Nothing is certain</i> .....	52
9.1.2. <i>Vehicle Use</i> .....	36	12.5.2. <i>Special Event: Toxins</i> .....	52
9.1.3. <i>Vehicle Damage</i> .....	37	12.5.3. <i>Special Event: Hidden Pits</i> .....	52
9.2. <i>Anti-Vehicle (A-V) Skill</i> .....	37	12.5.4. <i>Cave-In</i> .....	52
9.2.1. <i>Anti-Vehicle Penetration (PEN)</i> .....	37	12.6. <i>Hive Mission Procedure</i> .....	53
9.2.2. <i>A-V Wounds on non Heavy Armor Targets</i> .....	38	12.6.1. <i>Preparation of Special Node Pool</i> .....	53
9.3. <i>Pilum</i> .....	38		
9.3.1. <i>Embark</i> .....	38		
9.3.2. <i>Disembark</i> .....	38		

12.6.2. Squad Selection .....	53	14.4. Mission and Encounter cards ....	65
12.6.3. Resource Selection .....	53	14.4.1. Mission cards .....	65
12.6.4. Hive Map Creation .....	53	14.4.2. Encounter cards .....	65
12.6.4.1. Entry Point Generation .....	53	14.4.2.1. Secondary Objectives .....	65
12.6.4.2. Infiltration Zone Generation .	54	14.5. Strategic Option (STRATOP)	
12.6.5. Hive Operations Phase .....	54	cards .....	66
12.6.5.1. Squad Movement Rule addition	54	14.5.1. Restricted STRATOP cards	68
12.6.5.2. Placing New Sectors.....	54	14.6. Campaign Setup .....	69
12.6.5.3. Placing Nodes on Hive Tiles	55	14.6.1. Select a Campaign Sheet....	69
<b>13.0 Mission Variables .....</b>	<b>56</b>	14.6.2. Determine Enemy Race ....	69
13.1. Fear .....	56	14.6.3. Select a Squad Roster .....	69
13.1.1. Morale and morale checks	56	14.6.4. Set the Alert Level .....	69
13.1.2. Shaken .....	56	14.6.5. Create Mission Deck(s).....	69
13.2. Mutations.....	57	14.6.6. Create the STRATOP Deck	70
13.3. Boss Rules .....	57	14.6.7. Get Command Bonus.....	70
13.3.1. Boss combat rules.....	58	14.7. Campaign Turn.....	70
13.3.2. Boss activation.....	59	14.8. Mission Selection.....	70
<b>14.0 Campaign Play .....</b>	<b>60</b>	14.8.1. Reattempting an Aborted	
14.1. New Components .....	60	Mission .....	70
14.2. Campaign Sheet.....	61	14.9. Draw and Play	
14.2.1. Campaign Details.....	61	STRATOPs cards .....	70
14.2.2. Campaign Log.....	62	14.10. Spend Reinforcement Points ....	71
14.2.3. Mission Decks .....	62	14.10.1. Green Reinforcement	
14.2.4. STRATOPs .....	63	Points .....	71
14.2.5. End Mission Procedure .....	63	14.11. Squad Selection.....	71
14.2.6. Victory Points Gained.....	63	14.12. Resource Selection.....	71
14.2.7. Campaign Victory Table ....	63	14.13. Campaign Turn Operations	
14.3. Squad Roster .....	63	Phase.....	71
14.3.1. Unit Area .....	64	14.14. Campaign Mission Debriefing....	72
14.3.1.1. Unit States.....	64	14.14.1. Recover any Units under	
14.3.2. Special Company Rules.....	64	Medical Treatment. ....	72
14.3.2.1. Traits .....	65	14.14.2. Promote Green Units ....	72
		14.14.3. Medical Treatment.....	72
		14.14.3.1. Killed Units .....	72

14.14.4. Score Victory Points .....	73	17.4. Armored Buildings .....	90
14.14.5. Calculate XP .....	74	17.4.1. Building Type .....	90
14.14.6. Spend XP .....	74	17.4.2. Range Determination .....	90
14.14.6. Biome Cards in Campaign Play .....	74	17.4.3. Damage .....	90
<b>15.0 Campaign Play Example .....</b>	<b>75</b>	17.5. Enemy card: Sentinels .....	91
15.5.6. Spend XP (14.14.6) .....	82	17.5.1. Event "S" .....	91
<b>16.0 Optional Rules .....</b>	<b>83</b>	17.6. Steel Bones Mission cards .....	91
16.1. Ammo .....	83	17.7. Steel Bones Mission Sheets .....	91
16.1.1. Unlimited Ammo .....	83	17.8. War Theater Maps .....	92
16.2. Orders .....	83	17.9. Special Campaign: Steel Bones Setup .....	92
16.2.1. Node Resolution Orders .....	83	17.10. Special Campaign: Steel Bones Turn .....	92
16.2.2. Combat Orders .....	84	17.11. Steel Bones components in Standard and Campaign Play .....	92
16.3. The Medic Specialist .....	85	17.11.1. Steel Bones Units .....	92
16.4. Random Resources .....	85	17.11.2. Armored Buildings .....	92
16.5. Escalation / Retreat .....	85	17.11.3. Sentinels .....	93
16.6. Hard fight .....	86	17.11.4. War Theater Maps .....	93
16.7. No Intel .....	86	17.11.5. War Theater Nodes .....	93
16.8. Fog of War .....	86	<b>18.0 Special Campaign: Flesh Eaters Xenotype .....</b>	<b>94</b>
16.9. Hive Maze .....	86	18.1. New Components: .....	94
16.10. Using counters to generate RN .....	86	18.2. Scenario cards .....	95
16.11. Nightmare Nodes .....	86	18.3. Scenario Locations .....	95
<b>17.0 Special Campaign: Steel Bones .....</b>	<b>87</b>	18.4. Xenotype Campaign Setup .....	96
17.1. New Components .....	87	18.5. Xenotype Campaign Turn .....	97
17.2. Steel Bones Campaign Sheet .....	88	18.5.1. Determine Next Scenario ...	97
17.2.1. Pilum Availability .....	88	18.5.2. Set the Alert Level .....	97
17.3. Steel Bones Units .....	88	18.5.3. Mission Setup .....	98
17.3.1. Equipping .....	89	18.6. Additional Rules .....	98
17.3.2. Repair (Wounds) .....	90	18.6.1. The Ever Changing Enemy. ...	98
17.3.3. Steel Bones Availability .....	90	18.6.2. "Morale" Node	

*Requirements*..... 98

**19.0 Multi-player: Xeno Mind ..... 99**

19.1. New Components: ..... 99

19.2. Xeno Mind cards ..... 99

19.3. Changes to Game Sequence..... 99

    19.3.1. *Xeno Mind Setup*..... 99

    19.3.2. *Map Creation*..... 100

    19.3.3. *Squad Selection*..... 100

    19.3.4. *Combat Phase*..... 100

    19.3.5. *End Turn Phase*..... 100

19.4. Campaign Play with a Xeno Mind ..... 100

**20.0 Multi-player: Squad Corporal ..... 101**

20.1. New Components: ..... 101

    20.1.1. *The Coop Sheet*..... 101

20.2. Mission Setup ..... 101

20.3. Command Points and Orders .. 102

    20.3.1. *Withdrawing*..... 102

    20.3.2. *Support Orders*..... 103

20.4. Multi-player: Squad Corporal Operations Phase ..... 103

    20.4.1. *Squad Corporal Squad Movement*..... 103

    20.4.2. *Squad Corporal Squad Node Resolution*..... 103

    20.4.3. *Squad Corporal Squad Event Check*..... 104

20.5. Squad Corporal Combat ..... 104

    20.5.1. *Squad Tactics and Deployment*..... 104

    20.5.2. *Moving Units from between Groups* ..... 105

    20.5.3. *Enemy deployment* ..... 105

    20.5.4. *Enemy Movement*..... 105

    20.5.5. *Enflade Fire* ..... 105

20.6. Boss rule changes ..... 105

**21.0 Game Variant: The Last Outpost ..... 106**

21.1. Overview ..... 106

    21.1.1. *Objective: Survival!* ..... 106

21.2. New Components: ..... 106

21.3. The Last Outpost Setup..... 106

21.4. New Rules..... 106

    21.4.1. *Set Layout*..... 106

    21.4.2. *Full Stocked:* ..... 106

21.5. The Last Outpost Turn Sequence ..... 107

    21.5.1. *Enemy Activation* ..... 107

    21.5.2. *Enemy entrance* ..... 107

        21.5.2.1. *Tension Counters*..... 107

    21.5.3. *Move Units* ..... 107

    21.5.4. *Combat* ..... 108

    21.5.5. *Resource Cache Use:* ..... 108

    21.5.6. *Enemy Breach Check*..... 108

21.6. Game Variants ..... 108

**22.0 Game Variant: The Horde ... 109**

22.1. New Components: ..... 109

22.2. Setup..... 109

    22.2.1. *Horde Map*..... 109

    22.2.2. *Horde cards* ..... 110

    22.2.3. *Fortifications* ..... 111

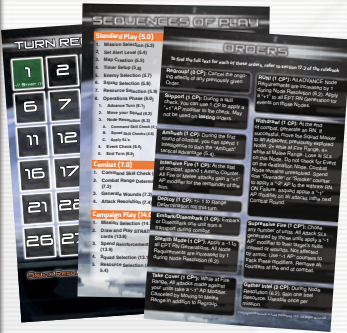
        22.2.3.1. *Cover* ..... 111

        22.2.3.2. *Obstacles* ..... 111

        22.2.3.3. *Explosives*..... 111

22.2.3.4. Mines.....	112	22.9. Victory Point calculation .....	119
22.2.3.5. Heavy Gun .....	112	22.10. Changes to Standard Play rules .....	119
22.2.3.6. Craters .....	112	22.11. Two Players Game .....	119
22.2.4. Assets .....	112	22.12. Using Hordes in Campaign Play .....	120
22.3. Game Sequence .....	113	22.12.1. Training Field .....	120
22.3.1. End of the Game.....	113	22.12.2. Battle Experience.....	120
22.4. Initial setup .....	113	22.12.3. Secondary Objectives ....	120
22.5. Draw and Resolve next Horde card .....	113	22.12.4. Additional changes to the Campaign rules. ....	120
22.6. Wave Setup.....	113	<b>23.0 Glossary.....</b>	<b>121</b>
22.6.1. Wave Pool Preparation.....	113	<b>Campaign Sheets .....</b>	<b>124</b>
22.6.2. Determine Next Wave .....	114	<b>Squad Rosters .....</b>	<b>131</b>
22.6.2.1. New assets.....	114	<b>Credits .....</b>	<b>135</b>
22.6.3. Assets management.....	114		
22.6.4. Unit Setup .....	115		
22.6.5. Fortification Setup Phase	115		
22.6.6. Special Setup.....	115		
22.7. Wave Combat.....	115		
22.7.1. Enemy Entrance .....	115		
22.7.1.1. Standard Entrance .....	116		
22.7.1.2. Special Entrance.....	116		
22.7.2. Enemy Movement .....	116		
22.7.2.1. Enemy Movement Restrictions	117		
22.7.3. Player Unit Movement.....	117		
22.7.4. Attack Resolution .....	117		
22.7.4.1. Distance and LOS .....	118		
22.7.4.2. Increasing the Breach Level.....	118		
22.7.4.3. Grenades .....	118		
22.7.5. End Combat Check .....	118		
22.7.5.1. Reorganize .....	118		
22.7.5.2. Final Reorganize .....	118		
22.8. End Horde Phase .....	119		
22.8.1. Experience Points.....	119		

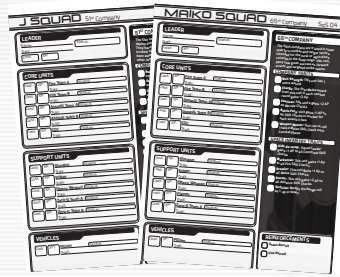
# CORE RULES



Player Aids x3



Campaign Sheets x6



Squad Rosters x4



Coop Sheet x1



Encounter cards x19



Mission cards x20



Scenario cards x19



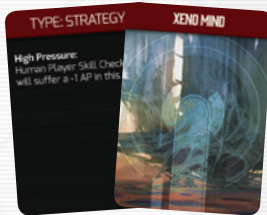
Location cards x7



Horde cards x8



SB Mission cards x4



Xenomind cards x45



Player Units x31



SB Player Units x3



STRATOP cards x23



Basic Nodes x57



Hive Nodes x28



Campaign Nodes x10



Enemy Units x116



War Theater Nodes x14



Mission Nodes x62



Special Nodes x10





Base Mission Maps  
x13



Horde Maps  
x2



War Theater Maps  
x2



Hive Tiles  
x12



Outpost Map  
x1



Mission Sheets  
x12



Enemy Boss Sheets  
x2



Enemy Race Sheets  
x15

# CORE RULES

  Action Point Penalty counters

  Success Level counters

  Skill Upgrade counters

  Optional RN Generation counters

  Wound counters


 Armor Piercing Wound counter



  Resource counters


  Hive Mission Level counters

  Traits

  Unit counters (Boss Battles/ Horde/ Outpost only)

 Enemy Unit counters (Horde/ Outpost only)

  Status counters

 Void Spider Gate counters

  Mutation counters

 Fortification counters

 Turn counter

  Multi-purpose counters

  Ammo / Low Ammo counters

 Success Level Modifier counters

 Command Point counters

  Steel Bones Upgrade counters

## 1.0 Introduction

**Space Infantry: Resurgence** is a robust gaming system based on a unique solitaire game, and has been further expanded to provide both co-op and two-player modes of play. In **Space Infantry Resurgence** you command an elite squad of veteran Space Infantry soldiers taking on the daunting task of fighting against unknown alien foes, through challenging environments, using only the weapons and tools brought with you, or whatever can be scrounged along the way in order to achieve victory.

## 2.0 Community & Support

Lock 'n Load Publishing values nothing more than it's customers and giving them the best support and Resources for our games.

### 2.1. Game Questions

If you have any game questions, or if you are just looking for other gamers with whom to chat about rules and strategies, you can find quick replies on our LnLP forums:

[http:// forums.lnlpublishing.com](http://forums.lnlpublishing.com)

### 2.2. Customer Support

If any parts of this game are Damaged, order needs, or any other support needs, please use our Support Ticket system. You can open a support ticket at the link below:

<http://support.lnlpublishing.com>

### 2.3. Resources

We want our customers to know they are supported before and after purchasing any of our products. You may find additional game Resources such as scenarios, counters, Special Rules and other community design ideas in our Resource section:

<http://forums.lnlpublishing.com/Resources>

## 2.4. Video Boot Camp

We have created a series of videos designed to enhance the learning of the core concepts of **SI:R**. These are not substitute for reading this rule book, but should be considered a video player aid for the manual. You can view these videos at this link

[https://www.youtube.com/playlist?list=PLUdPYZk0bJF1Ar8\\_2rkKCaz-1NMfv9VVfc](https://www.youtube.com/playlist?list=PLUdPYZk0bJF1Ar8_2rkKCaz-1NMfv9VVfc)

## 3.0 Game Components

SI:R includes many ways to play: Solo, Co-operative, Player vs Player, Campaign, Survival, Scenarios, along with a large gallery of unique enemies and rules. Not all components will be used in the base game, nor in any one variant. Each variant section includes a list of the components required, in addition to those from the base game. The Basic Game includes rules and components for Standard Play, Hive Mission Play and Campaign Play.

### 3.1. Base Game Components

The following list is all the components needed for the Basic Game.

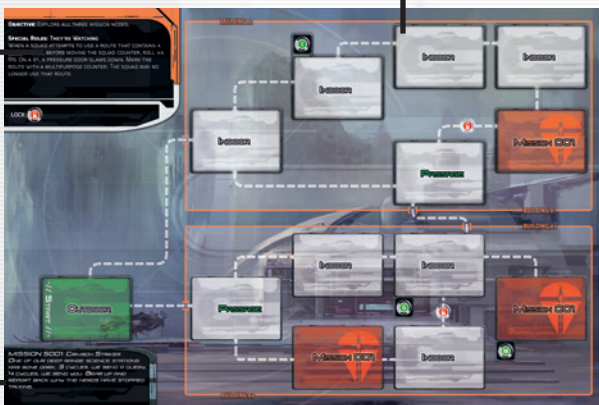
- 13 Mission Maps
- 20 Mission cards
- 19 Encounter cards
- 23 STRATOP cards
- 31 Unit cards
- 55 Basic Nodes
- 31 Hive Nodes
- 60 mission Nodes
- 7 Special Nodes
- 116 Enemy cards
- 15 Enemy Race Sheets
- 1 Turn Record card
- 1 Sequence of Play card
- 1 Orders Quick reference
- 3 Counter Sheets
- 12 Hive Sector tiles
- 4 Squad Roster sheet
- 5 Campaign sheets (C001-004, C007)

## 4.0 Key Elements and Concepts

### 4.1. Mission Map and Nodes

#### Mission Briefing

#### Node Space



#### Mission Background

The **Mission Map** is where you track the location of your **Squad**.

The Mission Map contains all the information required to setup and play a mission; including Special Rules, a short narrative, and a code to link it with its associated Mission card.

Most importantly however, the majority of the Mission Map is composed of a set of linked empty **Nodes**. These are the individual locations your Squad will be traveling through and interacting with in order to complete their mission.

After mission selection, Node cards are placed on each empty Node Space at the beginning of a new mission. The term Node is always used to refer to a Node card placed on the Map.

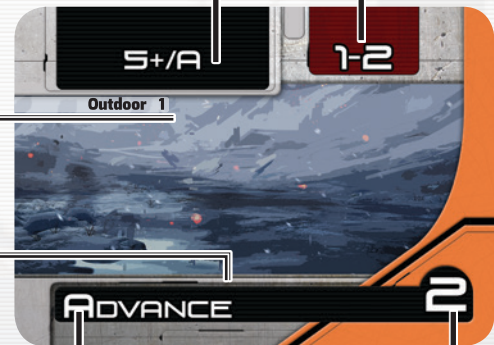
A Node represents a specific location on the Mission Map. These Nodes may contain mission critical objectives, areas highlighted by command that need checking out, or

even Resources you can scavenge. Your Squad travels through Nodes to complete mission objectives.

#### Alert Level

#### Event String

#### Card #



#### Skill

#### Success Levels

#### Node Requirement



#### Area Type

A standard Node is made up of five items:

1. Node Requirement
  - a. Skill Name
  - b. Success Levels
2. Picture
3. Event String
4. Alert Level
5. Area Type

The **Node Requirement** defines the Skill that is used to resolve the Node and the Success Level that is required to advance.

**Example:** *The Node Requirement Climb 2 means that you need to Activate a Unit with the Climb Skill and accumulate two Success Levels.*

The **Picture** is a visual representation of the Node.

The **Event String** describes the Events that can possibly occur while your Squad is located on the Node. The most common Event is an Enemy encounter, although some Nodes contain Special Events (See 4.2.1).

**Note:** Each starting Node is labeled “Start.”

Some missions contain **Special Nodes**. Special Nodes are indicated by a question mark “?” on the Mission Map and the Mission Briefing describes how they are used (See 5.3.1).

#### 4.1.1. Biome Nodes



SI:R Includes four sets of unique Nodes called Biome Nodes. These Nodes replace

the standard Outdoor Nodes on any given map and are an optional choice for players.

Biome Nodes are far more challenging than normal Outdoor Nodes and use a reference tarot card called a Planet Card when an Event is Triggered.

To use Biome Nodes in place of the normal Outdoor Nodes, select the Planet Card for the Biome you want, then populate the map with the Associated Biome Cards according to the Standard Play Rules for Map Creation (See 5.5)

When a Squad Triggers an Event (See 4.3) on a Biome Node, refer to the associated Planet Card for rules to resolve that event.

## 4.2. Random Number (RN) Generation

To generate a Random Number (hereafter “RN”) roll the colored six sided die (d6). The result is your RN.

However, you will notice that many components include values from 0 to 8, values not possible using only one six sided die. When generating RN with a single d6, you can freely ignore those values.

However, if you would like a more varied and dynamic experience, you can use the **Extended Die** mechanic.

#### 4.2.1. Extended Dice.

A six sided die can only provide a number from 1 to 6, with an equal probability. Those that like more randomness, and the possibility of a “Critical Hit” can use the following steps to generate a wider RN:

**Roll the colored D6, then check for the following conditions:**

- If the colored die gets a 1
- If the colored die gets a 6

If either of those two conditions is met, roll the white die. If the white die produces a result of a 1 or 2, apply the following modifiers.

- If the **colored die** is a **1**, the total is changed to **0**.
- If the **colored die** is a **6**, add the result of the white die to get a new total.

**Example:** You want to generate an Extended RN. First you roll the colored die, it's a 1. Next, because you rolled a 1 on the colored die, you roll the white die. The result is a 2. This means the RN generated by your Extended RN roll is 0.

### 4.3. Events

All Nodes contain an Event String (hereafter "string"). Once on a Node, the Squad must use the string to check if an Event occurs.



Strings are formatted as [**<Scope>/<Class>**]. **Scope** is determined by an RN that may trigger the Event.

The **Class** (See 4.3) represents the type of Event that can occur and its level of difficulty. The Class is occasionally a name (e.g. "Toxins" or "Pits") but more often it is a letter that represents the enemy's presence in the area. For example, an "A" represents a casual encounter, while a "C" represents a Hive/Enemy camp.

**Example:** The string [6/A] means that with a result of "6," a Class "A" Event will occur. The string [4+/B] means that with a result of

"4," "5," or "6" (or possibly more), a Class "B" Event will occur.

#### 4.3.1. Types of Event Strings

- **Standard Event:** <Scope>/A–C
- **Special Event:** <Scope>/<Special Event>

**Example:** mission S004 contains a mission-Special Event with the string [5+/Frostbite]. On a result of "5+," check the Mission Briefing on the Mission Map to understand how to handle the "Frostbite" Event.

#### 4.3.2. Scope

The Scope of a string displays what RNs will trigger the Event when drawn. Scopes are specified as follows:

- **X:** the Event is triggered if the RN is equal to value X (Example: 6).
- **X+:** the Event is triggered if the RN is equal to or greater than value X (Example: 2+).
- **X-:** the Event is triggered if the RN is equal to or less than value (Example: 1-).
- **X–Y:** the Event is triggered if the RN is equal to or greater than value X and equal to or less than value Y (Example: 1–2).

**Auto:** the Event is always triggered (it's still a one-time occurrence).

Events are unique, one-time occurrences; so if your Squad is located on a Node where an Event already occurred, do not resolve the Node again. Also, if your Squad is still on a Node where an Event did not occur, you must check every Turn.

### 4.4. Player and Enemies Units

The heart of Space Infantry: Resurgence revolves around the interplay of your Units, and the Enemy's Units.

### 4.4.1. Player Units

Your Squad is made up of Units and are described by the following Attributes:



- Unit Name (The name of the individual unit)
- Unit Cost (used during the Squad Selection Phase)
- Fire Skill (the Skill used during “Fire” combat (See 7.2))
- Melee Skill (the Skill used in “Melee” combat (See 7.2))
- Skill Name (the different Skills that a Unit possesses)
- Skill Level (a Unit’s proficiency at that Skill)
- Hit Points (the maximum number Wounds that a Unit can sustain)

There are two types of Units:

- Basic Units (Grey/White)
- Specialist Units (Orange)



**Basic Units** perform the core combat and movement capabilities of your Squad, while Specialist Units add some specific Skills (like *Demolitions* or *Computers*).



**Specialist** Units can only participate in combat if there are **more than three Enemy Units** or **fewer than three Basic Units**.

Basic Units are Classified as one of two ranks: **Regular** or **Veteran**. The Unit’s Regular-level stats are on one side of the card, while the Veteran-level stats are on the other side. You can identify a Veteran Unit by the double bar icon in the Hit-Point window.



Veteran Units receive a bonus to their most proficient Skill and, for this reason, have a higher Unit cost. You can choose to use the Regular or Veteran version of a Unit, but the Veteran version will normally cost more Squad Points (if you promote a Regular Unit to Veteran you will pay the Unit’s Regular cost).

### 4.4.2. Enemy Race Sheets and Units

Enemies in SI:R come in two parts: the Enemy Race Sheet, and the Enemy Units themselves.

#### 4.4.2.1. Enemy Race Sheets

These are 8.5 x 5.5 sheets that contain all the information required to use Enemy Races in your missions, including their name, background information, special abilities, a unique Enemy Presence Table (EPT), and a Range Table.

- **Enemy Race Name** is the Enemy Race you will be facing throughout the mission
- **Enemy Race Background** explains their motivations and any Intel the SI

has on their race.

- **Range Table** is used during combat to determine which Skill you will be using to fight that round. Many Enemy Races have unique Range Tables that illustrate how they fight in combat, as well as when an Enemy will use a special Special Attribute.
- **Enemy Presence Table (EPT)** is used to determine how many and what kind of Units you will face in combat
- **Special Enemy Attribute** is a unique action the enemy will perform based on a roll on the Range Table.

4.4.2.2. Enemy Units

Enemy Race Background

Enemy Race Name

**CTHONIANS**  
Officially, these creatures are an invading force. Unofficially, I think these things have always been sleeping. Quantum dating puts them off our measurable time scale, and we have no idea how they spread. They seem to "appear" within the crust of planets near intense areas of Geo-thermal Activity. We don't know what they're plan is, or even what they are, fundamentally. All we know is they're spreading, and they're building something.

**RANGE TABLE**  
C: If this is rolled on a Hive tile, and no "cave-in" counter is present on the current Node, the squad suffers a Cave In. Allocate 1 wound to your squad and place a "cave-in" counter on the current Node.

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

**ENEMY PRESENCE TABLE**

RN	Class A	Class B	Class C
0	1 Young	2 Young	2 Young, 1 Old One
1	2 Young	2 Young, 1 Adult	2 Young, 1 Old One
2	2 Young	2 Young, 1 Adult	2 Young, 1 Adult, 1 Old One
3	2 Young, 1 Adult	3 Young, 1 Adult	3 Young, 1 Adult, 1 Old One
4	2 Young, 1 Adult	3 Young, 2 Adult	3 Young, 1 Adult, 1 Old One
5	3 Young, 1 Adult	4 Young, 2 Adult	4 Young, 1 Adult, 2 Old One
6	3 Young, 2 Adult	4 Young, 2 Adult	4 Young, 2 Adult, 2 Old One
7+	3 Young, 2 Adult	5 Young, 2 Adult	5 Young, 2 Adult, 2 Old One

Range Table

Enemy Presence Table

Special Enemy Attribute

Enemy Units represent the individual enemies your Squad will face in combat, and are printed on the Enemy Unit cards. Each card contains all the information used to assemble the enemy force rolled on the EPT, The Hit Points of the enemy, if the Enemy Unit has Armor, their Skills used in combat, and any special abilities each individual Enemy Unit can use.

Enemy Unit Type

Enemy Unit Name

Hit Points

Armor

**CYBERS: GUARDIAN** TYPE: II

32

F 3

M 4

**BULWARK:**  
ARMOR ROLLS SUCCEED ON A 3+

**PROTECTION:**  
WOUNDS MAY NOT BE ASSIGNED TO THIS CARD IF ANY DRONES REMAIN IN PLAY

Card Number

Enemy Skills

Special Enemy Attributes

- **Enemy Unit Name** specific Enemy Unit
- **Enemy Unit Type** is the level of the enemy unit. Enemy Units may be referred to using its type by certain rules rather by name.
- **Special Attributes** (explained on the Enemy Race Sheet)
  - Special Attributes** are unique abilities this Unit has. Not every Unit of the same Enemy Race has the same abilities, these abilities can alter how the combat plays out, or give them a unique advantage over your Squad.

Special Attributes preceded by the string "AL 2+" are only considered when the Alert Level is 2 or more in the Campaign Game (See 14.0). Ignore those Attributes during a Standard Play mission.

- **Hit Points** (the maximum number of Wounds that an Enemy Unit can sustain)



- **Armor** (the number of hits that an Enemy Unit can ignore)
  - **Skill Name** (the different Skills that an Enemy Unit possesses)
  - **Skill Level** (the Enemy Unit's proficiency at that Skill)
- b. Multiple Attacks** (Enemy Units with more than one Skill Level)

**4.4.2.3. Special Enemies**

Sometimes a Mission Map will have an enemy unit printed on it, Such as mission S002. These Enemies are referred to as Special Enemies. They have no Enemy Race Sheet, and their numbers are strictly dictated by the mission rules themselves.



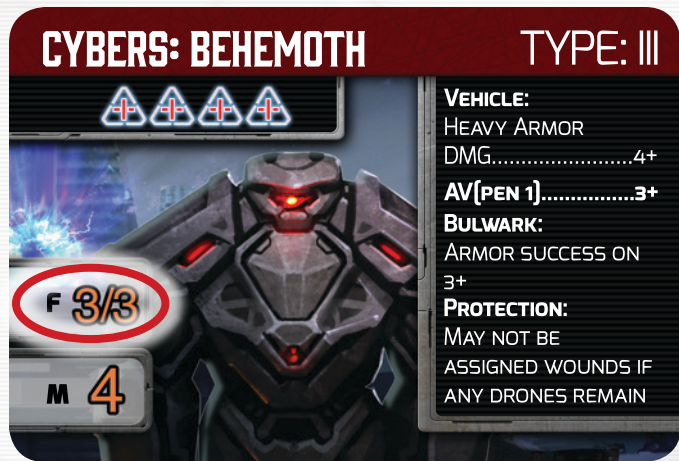
In rare cases these Special Enemies will have a Unit card associated with it, but you will only need it if the mission rules say so.

**4.5. Skills**

Each Unit and Enemy Unit possesses several **Skills**, and each Skill is associated with a **Skill Level** (a number between “2” and “6”; lower Skill Levels are better).



Some Units and Enemy Units have more than one Skill Level for the same Skill.



**4.6. Skill Checks**

Whenever a Unit, both Enemy and Player, wants to use a Skill during game play, be it in combat, Node Resolution, or a mission specific Event, it will need to make a Skill Check. To do this, you will Activate the Unit and Generate Action Points (AP). Then you will Generate Success Levels.

Those Success Levels are then used as stipulated by the check itself to generate a result.

A Unit may only make Skill Checks with 1 Skill in a Combat Round, Node Resolution, or Event.

To perform a Skill Check use the following sequence:

- Activate Unit /Generate Action Points (AP)
- Generate Success Levels (SLs)

**4.6.1. Activate Unit / Generate Action Points (AP)**

Activating a Unit is done in many places during a game of SI:R. In each case, the process is the same.

To Activate a Unit, pick a Skill listed on its card, and roll one RN (See 4.3) per Skill Level listed for that Skill. The resulting RN is the number of AP available for use of that Skill

(See 4.6). Place a number of Multi-purpose counters on the Unit's card equal to the AP generated by the RN.

**Example:** A player wants to Activate their Assault Team A during Node Resolution using the Unit's Advance Skill. The Skill only has one level listed to the right, a 3. The player rolls only 1 RN, an 8. This means the Unit has generated 8 AP for the Advance Skill, and places 8 Multi-purpose counters on the Unit's card.

**Example 2:** The player wants to Activate their Sniper Unit in combat at Fire Range. Notice that the Sniper card shows two different Skill Levels listed next to the Fire Skill ("3" and "4"). The player would roll an RN for each Skill Level. For the "3" Skill Level, the player rolls a "5".

Since the player still has one more Skill Level to Generate AP for, the player finds the "3" RN counter, and places 5 Multi-purpose counters underneath it

Next the player rolls an RN for the "4" Skill Level, a gets a "3". The player then places 3 Multi-purpose counters under the 4 RN counter. This way, both AP roll results are separated by the Skill Level they were rolled for. This is because each AP total is applied separately to the related Skill Level.

Once all APs have been generated, its time to see how well the Unit did.

#### 4.6.2. Generate Success Levels (SLs)

Success Levels (hereafter referred to as SL's) are a measure of how well a Unit did in using its Skills as a result of the AP it generated.

To generate SLs, **divide the AP rolled for a Skill, by that Skill's Level** and ignore any remainder.

The resulting number is the total SLs achieved by the Skill Check. Its unusual for

a Unit to generate more then 2 SLs in a Skill Check, but not unheard of. Lady Luck is fickle.

**Example:** A player generates 8 AP for there Advance Skill. The level of the Skill is 3. To generate SLs, the player divides the total AP, 8, but the Skill's Level, 3.  $8 / 3 = 2$  with a remainder of 2. We do not use the remainder, so the total SL's generated by this Skill Check is 2.

Success Levels are spent on whatever test the Skill is being applied to. In combat, SLs generate Wounds. In Node Resolution, they can grant access to Unresolved Nodes.

### 4.7. The Command Skill

One of the most defining features of the Space Infantry isn't their bleeding edge tech, or complete autonomy, but the command Special Attribute of each SI officer.

They receive advanced tactical training and are tested with such extreme measures that only 1 in 20 of the already hyper elite core of SI make the grade. This is represented by your Squad Leaders Command Skill.



The Command Skill is used to generate Command Points by making a Skill Check (See 4.6) at specific Squad Points in the game:

- Once in Node Resolution (See 6.3) during the Operations Phase.
- Once at the start of a Combat Round during combat.

Each SL generated by a Command Skill Check creates one CP. These CP can be spent in a number of ways. For Standard Play, players can spend any number of CP to:

- Increase the AP generated by a Unit's

activation (See 4.6.1) by 1 per CP.

**Exception:** The Squad Leader cannot use his *Command Skill* to influence Skills that are marked with an **asterisk** on Unit cards.

**DEMOLITIONS\***.....3

- Add or subtract 1 from the Combat Range RN per CP (See 7.2).
- Aborting a mission (See 6.5.1)

**Example:** During a Combat Round, before rolling for Range Determination, the player makes a Skill Check with the Command Skill on the Squad Leader. An RN is rolled, giving a result of “5 AP.” The Skill Level is 3.  $5 / 3 = 1$ . The Command Skill Check has generated 1 SL, which becomes 1 CP.

Later during that Combat Round, one of the Assault Teams (with a Fire Skill of “3”) was Activated this Turn. An RN is rolled, giving a result of “2 AP.” Success Levels gained:  $2 / 3 = 0$ .

To avoid this failure, the Squad Leader can use his CP to add 1 AP to the Assault Team’s total AP from its activation roll.

The new result becomes: 2 AP (Assault Team) + 1 AP (Squad Leader’s CP) / 3 (Skill Level) = 1.

By spending the CP at the right moment, the Squad Leader was able to help the Assault team hit their target.



Generated CP are tracked by placing a number of CP counters on the Squad Leader’s card. CP can be freely used on your Units: as an example you can use all the CP on a single Unit. Unused CP are always lost when the current Phase / Combat Round ends: you cannot accumulate CP.

Generating CP counts as using a Skill.

### 4.7.1. Command Skill with Multiple Skill Levels

When dealing with Units with multiple Skill Levels, CP only modify 1 Skill Check.

**Example:** A Unit with two Skill Levels makes a Skill Check for both levels. You can spend CP on both checks, but 1 CP cannot affect both checks.

## 4.8. Equipables



These mini cards may be purchased using Squad Points during Squad Selection (See 5.8). If purchased, select a unit and place the purchased card nearby or slightly underneath that unit. The card has now been “Equipped” on that Unit. The card may not be removed from that unit for any reason unless specified by the Equipped card.

During Campaign Play (See 14.0), if a Unit with an Equipped card is killed, the Equipped card is lost for the remainder of the campaign. Use the Notes section on the Campaign Sheet (See 14.2) to keep track of any lost Equipables.

## 5.0 Standard Play

There are a myriad of ways to play SI:R; from Campaigns, to Coop, to Player vs Player, one of the two narrative Campaigns, or even two variant games based on the basic SI:R mechanics.

But the easiest way to play, and the foundation for all the other experiences is the Standard Play game.

### 5.1. Basic Components

From the list of basic components, separate out the following:

- 13 Mission Maps



- 20 Mission cards



- 31 Unit cards



- 55 Basic nodes



- 60 mission nodes



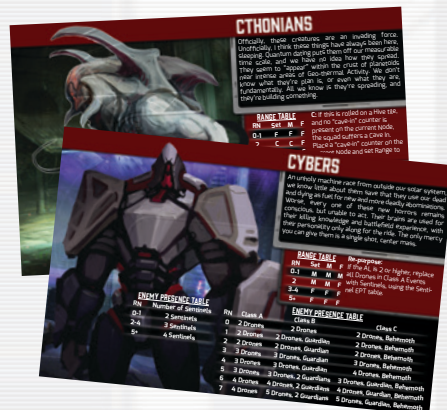
- 7 Special Nodes



- 116 Enemy Race and Unit cards



- 15 Enemy Race Sheets



- 1 Turn Record Track card and Orders Quick reference



## 5.2. Standard Play Sequence

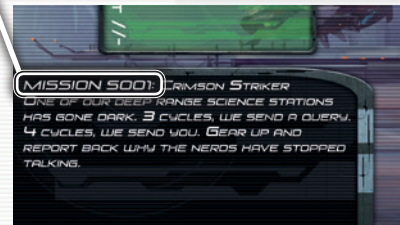
A Standard Play game proceeds as follows:

1. Mission Selection
2. Map Creation
3. Timer Setup
4. Enemy Selection
5. Squad Selection
6. Resource Selection
7. Operations Phase
8. Mission Debriefing

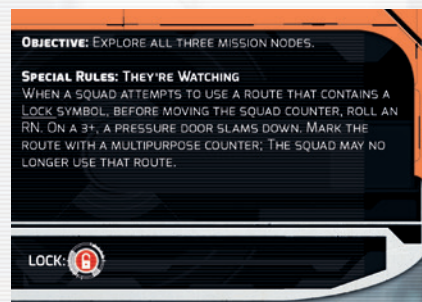
This sequence is used in every type of game you can play with SI:R and every variant builds upon or modifies it. We recommend starting here with your first few games before diving into all that SI:R has to offer.

## 5.3. Mission Selection

The first step is to select a mission. This can be done either randomly, gathering all the Mission cards (See 14.3.1) for mission S001 - S0014 and H001 - H008, and drawing one at random, or selecting the specific mission you want using the Mission Map itself.



The **Mission Briefing** explains the mission's objectives and any Special Rules that apply during this mission. You **MUST** read this first before setting up the rest of the mission.



### 5.3.1. Hive Mission Selection

If you pick, or chose to play a Hive Mission, locate the Mission Sheet that corresponds to the selected Hive Mission card and use that to setup and play the Hive Mission. Hive Missions have unique rules for their play, and do not have Mission Maps to refer to for setup (See 12.0).

Select one random Enemy Race Sheet, which details the enemy you will face during this mission. Assemble the Enemy Unit cards that represent the individual enemies you can face and place them near the Enemy Race Sheet.

## 5.4. Set Alert Level

Alert Levels, or AL, in SI are akin to difficulty levels. They range from 1 to 3 and the difficulty increases by altering components and options available to you. This choice is entirely arbitrary in Standard Play, and will only affect the types of Node cards you could encounter.

**If this is your first game, keep the Alert Level at 1.**

## 5.5. Map creation

Separate the Node cards based on the label printed on the back of the card in order to create the following mini-decks:

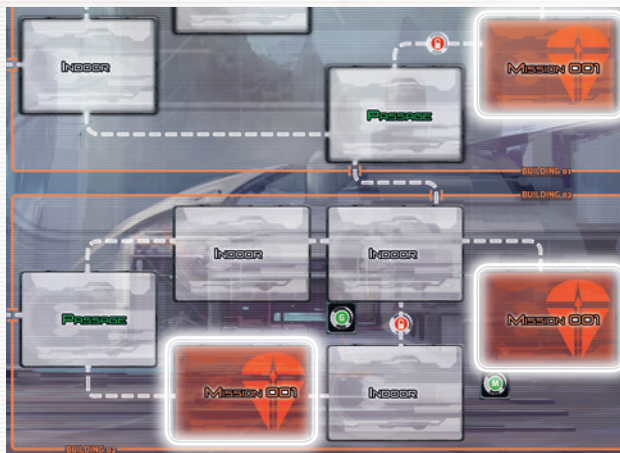
- Outdoor
- Indoor
- Underground
- Hive
- Space
- Passages
- Special Nodes
- Theater of War
- Mission Objectives

Next, pull out any Node cards that have a base Alert Level higher and/or lower than the one you've chosen.

**Example:** At AL 1, I pull out any Node cards that have an AL of 2, 2-3, and 3. The rest may stay in. At AL 2, I would only take out Node cards with an AL of 3 and 1. At AL 3, I would Take out all Node cards with an AL of 1, 1-2, and 2.

Shuffle each mini-deck separately then proceed with the following actions:

- Randomly place one mission objective card **face up** on each empty Node labeled with "mission 001".



- Randomly place one Special Node card **face down** on each empty Node labeled with a "?".
- Randomly place one Node card **face up** on each remaining empty Node, drawing the card for the mini-deck whose back matches the current empty Node.

**Example:** Place cards drawn from the Outdoor mini-deck on the Nodes with the Outdoor label.

### 5.5.1. Special Node cards



Some missions require you to place a Special Node card on the Mission Map on the Nodes marked with a "?" symbol. Each Special Node card has a "?" symbol on the **Back** and a letter on the **Front**.

The Mission Briefing will specify which cards must be placed and what effect the corresponding letter will have.

Place the Special Node cards face down on the Mission Map so the “?” is showing. Once you resolve the Node during Node Resolution (See 6.3 and 6.3.3), flip the card to reveal which letter is on the other side.

If the current mission requires the placement of Special Nodes (as specified in the mission rules), select the required cards from the Special Nodes deck. Shuffle those cards and create a new mini-deck to draw from.

When a mission requires the use of Special Nodes, it will also have a Special Node Table, listing the effects of each possible Special Node. This table is present either on the Mission card, or the Mission Sheet. When revealing a Special Node, reference the table with the letter presented on the revealed card, and resolve the effect listed.

## 5.6. Timer Setup



Your missions are always against a clock. If they weren't, they'd have sent in the Colonial Guard. To represent this, each mission uses a Turn Record Track card and counter.

### 5.6.1. Mission Time Limit

Each mission in SI:R is played against the clock. Unless directly contradicted by a mission's objective or rules, you have 30 Turns to complete the mission before you are automatically recalled and the mission declared a failure.

On the first Operations Phase (See 6.0) you will move your counter to the “1” space on the track. If you can not complete the mission objectives by the end of Turn 30, you lose.



After creating your Mission Map, place this card nearby and the counter next to the “Start” square.

## 5.7. Enemy Selection

Once you have prepared your mission, it's time to determine the threat you are about to face. There are no milk runs here soldier, each mission throws at you a different Enemy Race as an adversary (See 4.4.2).

To select your enemy for the mission, gather all the Enemy Race sheets provided, and draw one at random. Then roll the colored d6. Evens, keep the side you see currently. Odds, flip the card to the back and use this Enemy Race. *If you end up with either the Xeno Type or Sentinels Enemy Race card, pick again.*

**If this is your first game we recommend using the “Mercenaries” Enemy Race.**

## 5.8. Squad Selection

Depending on which mission you select and the expected enemy forces, you must assemble a Squad that is prepared to successfully complete the mission.

You have a budget of **110 Squad Points** to create your Squad. The Squad Leader is the only mandatory Unit and costs nothing.

If you are using a Squad Roster, it may limit your choices as to what Units are available to purchase, but in Standard Play the decision is entirely yours. You can select any combination of Basic Units and Specialist Units, provided that the sum of all Units does not exceed 110 Squad Points.

You can identify a Veteran Unit by the double bar icon in the Hit Point window. You can choose to use the Regular or Veteran version of a Unit, but the Veteran version will cost more Squad Points.

**Exception:** *The Medic can only be selected when using the Optional Rules; (See 16.0).*

Place the selected Unit cards near the Mission Map.

Once you've selected your Squad, Place the Squad A counter on the "START" Node of the Mission Map.

Then, place a Multi-purpose counter along side it. This is to mark the Node as "Resolved" (See 6.2 and 6.3).



## 5.9. Resource Selection

Based on the selected mission and on your Squad's capabilities, you can now select up to eight Resources (See 8.0). Put the selected Resource counters in the "Resource" area of the Turn Record Track card. You are limited to the types of counters in the counter mix.

## 5.10. Operations Phase

During the Operations Phase, you will Activate your Units to advance on the Mission Map. To move to an unresolved Node, you must satisfy its Requirements.

After activating your Squad, check for an Event on the Node. This Phase will continue until the mission is concluded (the objectives have been met), failed (you reach the last box of the Turn Record Track or all members of your Squad have been killed) or Aborted (If you are playing a Campaign Play session).



## 6.0 Operations Phase

Repeat the following sequence of steps until the mission is completed (the objectives have been met), failed (you reach the last box of the Turn Record Track) or Aborted if you're playing a Campaign Play session:

1. Advance Turn
2. Move your Squad
3. Node Resolution
4. Event Check
5. End Turn

These steps are slightly different on **Turn one**, and have been called out with the bold font entry: **Turn One**.

### 6.1. Advance Turn

Move the Turn counter to the next number up on the Turn Record Track.



If the Time counter reaches the box labeled "30", then the mission ends in failure.

**Turn One:** Since you placed the Turn counter next to Turn 1 during setup, The first time you advance the Turn counter will be to move it to the Turn 1 box.

### 6.2. Move Your Squad

Now you have to decide where your Squad is going to go. You have three choices when moving your Squad:

- Stay on your current Node
- Move to an Unresolved Node

- Move to a Previously Resolved Node

You may only move your Squad once a Turn, so chose wisely.

A Squad may move to any Node connected to their current Node by a dotted white line.



When moving your Squad, place the Squad counter on the joining white line and check to see if the destination Node has been resolved

A Node has been resolved if it has a Multi-purpose counter, or Event counter, on it.



If you want to access an Unresolved Node, you must attempt a Node Resolution (See 6.3) before moving your counter onto the Node.

If you are unable to access an Unresolved Node, your Squad returns to the Node it started the Turn in.

If you want to move a Node you have already Resolved, move your Squad counter to that Node (See 6.3.2).

Moving your Squad back to the Node it started the Turn in as a result of failing a Node Resolution Check does not count as moving to a Previously Resolved Node.

**Turn One:** Your Squad begins the mission setup on the “Starting” Node.

The Starting Node already has a Multi-purpose counter placed on it from setup, and is considered to be resolved.

It has not had an Event yet, so treat this Node as a Previously Resolved Node during the game.

### 6.3. Node Resolution

Node Resolution represents your Squad using its Skills to try and gain access to a part of the Mission Map that is either difficult to move in, or very, very dangerous.

To resolve a Node, use the following sequence:

- Command Skill Check
- Squad Skill Checks
- Apply SLs

The first step is to decide if you want your Squad Leader to manage your Squad’s efforts (Generate CP), or participate directly in the Node Resolution (make a Skill Check to generate SLs for the Node Requirement). If you want to Generate CP, make a Command Skill Check and generate CPs (See 4.7).

You can then spend CPs in subsequent Skill Checks made by your Units during **this** Node Resolution.

**Note:** If you have your Squad Leader make a Skill Check to generate CP, he then cannot make a second Skill Check to generate SLs to meet Node Requirements.

Next you need to have your Unit’s make Skill Checks (See 4.6). When making Skill Checks, you may only Activate Units that possess the required Skill listed in the Node Requirement.

Your goal is to achieve a number of SLs greater than or equal to the Node Requirements (See 4.1) listed on the Node.



If the accumulated SLs are greater than or equal to the Node Requirements, move your Squad to the new Node by moving your Squad counter to that position on the Mission Map, plus mark the newly Resolved Node with a Multi-purpose counter; otherwise, mark the accumulated Success Levels on the targeted Node with Success Level counters. Your Squad then returns to its original Node.

**Example:** *The player wants to gain access to an Unresolved Node with the Node Requirement of Advance....3.*

*The player attempts a Node Resolution and proceeds to make Skill Checks with his Squad. Only 3 Units in the player’s Squad have the Advance Skill, so only those three Units may perform Skill Checks during this Node Resolution.*

*The player only generates a total of 2 SLs between all three Activated Units.*

*The player places a green 2 on the Unresolved Node, and returns the Squad counter back to its original Node.*

*Next Turn, the player will only need to Generate 1 SL in Node Resolution for this Node to Resolve it and move the Squad counter onto the Node.*

#### 6.3.1. Unskilled Node Resolution

If the Node Requirements refer to a Skill that is not available (i.e., **NO** Unit in the Squad possesses such a Skill), you can try to gain 1 Success Level with a result of “6+”.

You cannot use Command Points to modify the RN of an unskilled check.

You can spend Intel Resources (See 8.0) on unskilled checks.

Only a single unskilled check can be made per Node Resolution.

### 6.3.2. Move to a Previously Resolved Node

If you want to move your Squad to a Previously Resolved Node, roll an RN:

- **On a result of 0:** A Class “A” Event occurs (regardless of the presence of an Event counter In the Node). Resolve the Event normally.
- **On a result of 1–5:** The Squad proceeds directly to the Node without any hostile Event.
- **On a result of 6+:** The move is very easy (you are using a shortcut or the area is strongly secured). Move the time counter to the previous space of the Turn Record Track.

Regardless of the result, move your Squad to the Resolved Node and mark your new position on the Mission Map. When you move to a Resolved Node there is no Event Check Phase (6.4) and hence you don't place an Event counter on a result of '0' nor you take in consideration any Event counter already present in the Node.

### 6.3.3. Resolving a Special Node

While face down, all Special Nodes have a Node Requirement of **Advance...3**. You must resolve this Requirement before moving onto the Node.

When you successfully resolve a Special Node, it is flipped face up, and the Squad will check the missions Special Nodes Table for its effects.

## 6.4. Event Check



Events represent encounters with hostile forces either of an opposing Enemy Race, or some action taken by the Mission Map itself such as local hostile forces, traps set in advance, or even cave ins!

When your Squad is located on a Node without an Event counter, you must check for an Event.

If the current Node already has an Event counter, skip this Phase.

**Remember, Events can only be triggered once on each Node.**

To perform an Event Check, roll an RN. If the RN is within the string's Scope (See 4.2.1 and 4.2.2), an Event occurs; otherwise the Turn is over.

If or when an Event occurs, place an Event counter on the Node and determine the type of Event that occurs. Events are divided into three types of Classes:

- **Standard Event (Class A–C):** This is always a combat Event. Determine the enemy forces (See below) and engage in combat (See 7.0).
- **Special Event (Class <variable term>):** This means you've initiated combat against a special type of enemy. The specific enemy is usually contained in either the Mission Briefing, or on the accompanying Mission Sheet or card. Consult those sources to see the stats and abilities of special, mission-specific Enemy Units and then start a Combat Round (See 7.0).
- **Mission Specific Event (Class E):** This is a unique Event that may or may not involve combat. See the Mission Briefing, Mission card, or Mission Sheet

depending on what you are playing to resolve the Event.

If your Event results in combat, determine the composition of the enemy forces by rolling an RN. Use the enemy Presence Table on the Enemy Race Sheet to cross-reference the number in the column with the Class.

**Example:** *The enemy chosen for the current mission are the Flesh Eaters and the current Node contains the string [5+/A]. You roll an RN: "6." Since "6" is within the Scope of this Event (5+), an Event occurs.*

*Place an "Event" counter on the Node as a reminder. To determine the enemy force composition, you roll another RN: "4." This is a Class "A" Event, so you cross-reference the "Class A" column with the "4" row. According to the Flesh Eaters Enemy Race Sheet, you will be facing three Scouts in combat.*

If there is a number after the Class, use this value to modify the roll for determining the enemy forces.

**Example:** *You are in combat with Cybers and the current Node contains the string [1-2/C(-1)]. You roll an RN: "1." Since "1" is within the Scope of this Event (1-2), an Event occurs. To determine the enemy force composition, you draw another RN: "4." This value is modified using the (-1) value shown after the Class, so you get a  $4 - 1 = 3$ ; this is a Class "C" Event, so you cross-reference the "Class C" column with the "3" row. According to the Cybers Enemy Race Sheet, you will be facing three Drones and one Behemoth in combat.*

Place an Event counter on the Node if and when one occurs as a reminder.

## 6.5. End Turn

Now its time to assess your Squad's progress. If you have completed your mission, your Squad has been killed (or made OOA (See 14.11) , your you are on the last Round of the Turn Record Track, you end your Operations Phase, either through Aborting or by meeting one of the above conditions.

If however you still have the Special Attribute to continue playing, then you may check any available Resource Caches (See 8.3) and start another Turn.

### 6.5.1. Aborting a mission

When you are playing a Campaign Play session, you may not want to play a mission to the death of all your Units.

During the End Turn step of the Operations Phase, if you still have time left on your Turn Record Track, you can voluntarily Abort a mission ONLY when the Squad counter is on an **external** (Outdoor or Space) Node and cannot Abort while on an internal Node (inside a cave or building). You must spend 1 CP to call the drop ship for an emergency evacuation.

You can Abort a Hive Mission (See 12.0) only if your Squad is located in the Entry Point sector.

If you Abort a mission, the current game ends immediately; remove all counters from the Mission Map. If you Abort a mission during Campaign Play, you proceed to Campaign Mission Debriefing (See 14.13).

During Campaign Play, Aborted missions can be reattempted (See 14.7.1).

**Note:** *Voluntary Aborting a mission occurs when you realize that the current mission cannot be completed and you want to preserve your Squad.*

## 7.0 Combat

When your Squad encounters the enemy, often the only option you have is engage the enemy in combat.

During combat, you will attack the enemy using your Skills to generate Wounds and apply any combat Variables. You'll use Resources (See 8.0) to aid your Squad, and CP to enhance their Skill Checks to make it out alive.

Combat is played out in rounds, with each Round divided into a series of Phases. To conduct a Round of combat, use the following sequence until either you or the enemy is eliminated:

1. Command Skill Check
2. Combat Range Determination
3. Activate Units
  - a. Generate Wounds
  - b. Assign Wounds
4. Remove Casualties

### 7.1. Command Skill Check

Like Node Resolution, your Squad Leader can make a Command Skill Check to generate CP for use later in combat (See 4.3). Since the Squad Leader has no Fire or Melee Skill, they will not be able to make any Skill Checks to generate Wounds. Therefore this is the only Skill Check they can make in the round.

### 7.2. Combat Range Determination

During combat, Units and Enemy Units move on the terrain, trying to get the best location to attack. The overall result of this tactical movement is determined by a RN on the Range Table of the Enemy Race Sheet. "Melee" distance represents Short-Range

combat, while "Fire" distance represents Long-Range combat. The first step is to determine the Combat Range.

Roll a RN and consult the Range Table on the Enemy Race Sheet, using the column that corresponds to the current range. If this is the first Combat Round, use the column "Set" to determine the range.

**BEAST MASTERS**  
A cult from the outer fringes of the system, these genetic extremists practice mutation and modification to an almost insane degree. Calling themselves "beast masters" they've launched a series of terror attacks against the inner system with the goal of "evolving humanity" to their vision of our future. The fact that their "Warbeasts" are the forcefully evolved dissenters from their same cult means they've already gone too far.

ENEMY PRESENCE TABLE			
RN	Class A	Class B	Class C
0	1 Warbeast	2 Warbeast	2 Warbeasts, 1 Beast Lord
1	2 Warbeast	2 Warbeast	2 Warbeasts, 1 Beast Lord
2	2 Warbeast	2 Warb., 1 Trainer	3 Warbeasts, 1 Beast Lord
3	2 Warbeast	2 Warb., 1 Trainer	3 Warbeasts, 1 Trainer, 1 B.Lord
4	3 Warbeast	3 Warb., 1 Trainer	3 Warbeasts, 1 Trainer, 1 B.Lord
5	3 Warbeast	3 Warb., 1 Trainer	4 Warbeasts, 2 Trainer, 1 B.Lord
6	4 Warbeast	4 Warb., 1 Trainer	4 Warbeasts, 2 Trainer, 1 B.Lord
7	3 Warb., 1 Trainer	4 Warb., 2 Trainer	5 Warbeasts, 2 Trainer, 1 B.Lord

**COMBAT RANGE**

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

The possible results are Melee ("M") or Fire ("F"). Place the Combat Range counter on the Enemy Race Sheet with the correct range showing face up. If Combat Range changes, flip the counter to show what the current Combat Range is.



The RN can be modified by some Special Attributes, or it can also be modified by your Squad Leader's Command Skill. (Spend CP from the Squad Leader to apply a **positive or negative modifier** to the RN you rolled to determine the range).

### 7.3. Activate Units

Once you know what range combat takes place at, you will now go through and activate each Unit capable of making a skill check in this round of combat. Remember, only Basic Units and maybe 1 specialist may take part in combat. (See 4.4.1).

Specialist Units can only participate in combat if there are:

1. More than three Enemy Units
2. Less than three Basic Units (excluding the Squad Leader)

Each Unit and Enemy Unit will activate one after the other in any order. When activated, a Unit or Enemy Unit will Generate Wounds, and then assign those Wounds. Once assigned, another Unit will activate. This continues until all Units and Enemy Units have been activated.

When a Unit activates, before generating wounds, place a multipurpose counter on that unit to track that it has been activated.

### 7.3.1. Generate Wounds



Wounds are a measure of the hurt you're going to put on the enemy, and how much they will put on you in return. Wounds are tracked using Wound counters, and will be placed on Unit cards as they are assigned. After Activating a Unit or Enemy Unit, use the following sequence to generate Wounds from that Unit or Enemy Unit.

- Make a Skill Check with the relevant Skill (Fire or Melee, check the Combat Range counter to see what the current range is) for the Unit. Gather 1 Wound counter for each SL achieved.
- For Units with multiple Skill Levels, generate SL's for each Skill.

**Example:** A Sniper has Fire Skill Levels of "3" and "4." When Activated in Fire combat, you roll two RNs and apply the first RN to the "3" and the second RN to the "4." The Sniper makes a Skill Check for each Skill Level, and rolls "2 AP" for the first Skill Level of "3" and "5 AP" for the second Skill Level of "4".

Each SL achieved by a Unit is a potential Wound. Take one Wound counter for each SL achieved, and put them near the currently Activated Unit.

**Example:** During the Sniper's Skill Checks, the first roll does not generate an SL ( $2 / 3 = 0$ ) and thus cannot generate a Wound, while the second attack generates 1 SL ( $5 / 4 = 1$ ) and so will Generate a Wound counter, potentially injuring or killing an enemy. Place that wound counter next to the Sniper.

Making a Skill Check to generate wounds is called an **Attack**

### 7.3.2. Assign Wounds

If a Unit or Enemy Unit Generates one or more wounds, it assigns those wounds as follows:

**Wounds assigned to Enemy Units:** all Wounds must be allocated; when possible, assign a maximum of half the total number of Wounds to a single Enemy Unit, rounded down; all other Wounds must be assigned as equally as possible among the other Enemy Units.

**Examples:** Three Wounds against a single Enemy Unit must be allocated against this single Enemy Unit. Three Wounds against two Enemy Units: you must allocate one Wound to an Enemy Unit and two Wounds to the other (your choice). Three Wounds against three Enemy Units: you must allocate one Wound to each Enemy Unit.

**Wounds assigned to Player Units:** Freely assign Wounds among your Units; you can only assign a number of Wounds to a Unit equal to or less than the Unit's Hit Points.



To assign a Wound, place a Wound counter from the Activated Unit or Enemy Unit on the de-

sired or required Unit's card. If the number of Wound counters is equal to or greater than the Hit Points of the Unit or Enemy Unit, that Unit is destroyed and removed from combat.

Some enemies/weapons are capable of inflicting more than one Wound with a single SL. All Wounds generated form a single SL are assigned as normal as if they were generated by multiple SLs. After assigning Wounds, make any applicable Armor rolls (See 7.5.1) and use any applicable Resources such as MedKits (See 8.0). Finally, if any Enemy Units remain, start a new Round of combat.

## 7.4. Remove Casualties

Once all Units and Enemy Units have been activated, you will then remove any Units or Enemy Units that have a number of Wound counters equal to their Hit Points. Unless specified otherwise, attack resolution is simultaneous. (**Exception:** Ambush, See 7.5.7), So all Units and Enemy Units present during Range Determination may be activated, and only removed during this step. Once all casualties have been removed, if any Enemy Units remain, proceed to another round of Combat starting with a command skill check.

## 7.5. Combat Variables

No plan of attack survives first contact with an alien or eldritch horror. Your enemies may have weapons capable of inflicting astounding Damage, shrugging off cannon rounds like rain, or simply running up and grabbing your Squad mates. Likewise your Units are outfitted with the most destructive and protective tech mankind has to offer. The following are different variables that could crop up during combat.

### 7.5.1. Armor



Some Units and Enemy Units are equipped with **Armor**. Armor icons (green shields) are shown in their Hit Point Box to represent special physical defenses or targeting difficulty (i.e., speed, camouflage, invisibility).

When a Wound or Wounds are assigned to a Unit with Armor, Roll an RN. On a result of "4+," the Wound is absorbed by the Armor, and thus ignored. A Unit may only attempt to ignore a number of wounds equal to the number of Armor Icons it has. If a Unit has more than one Armor Icon, it can attempt to negate that many wounds.

***Example:** An Alien Queen with two Armor icons is assigned three Wounds by an activated Unit. Because the Queen has only two armor icons, only a maximum of two Wounds can be ignored. One Wound is automatically inflicted. For the remaining two Wounds, roll an RN to see if her Armor stops them. The results are "5" and "2," so one Wound is ignored ( $5 \geq 4$ ) and one additional Wound is inflicted on the Queen ( $2 < 4$ ).*

**The general rule is assign Wounds first; then apply Armor.**

Armor can only be used to stop Wounds, not to avoid enemy successes; some Enemies and Units are capable of causing two or more Wounds with a single success: even in this case, one Armor icon can be used to cancel one single, non A.P. Wound (See 7.5.2).

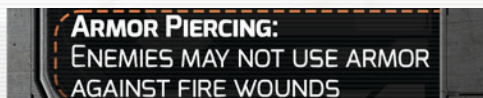
### 7.5.2. Armor Piercing



Units that have the Armor Piercing Attribute wield weapons capable of punching through even the sturdiest Armor.

All Wounds inflicted by such Units are called

## A.P. Wounds, and may not be canceled by Armor.



When a Wound from a Unit with Armor Piercing is assigned, use the A.P. Wound counter.

### 7.5.3. Flamer

The Flamer Unit uses a special procedure to determine the Wounds it generates and assigns to Enemy Units when the Combat Range is Melee (at Fire Range the Flamer uses the default procedure). Instead of generating one Wound per Success Level, if the Flamer gains at least one SL on the Melee Skill, it deals **Flame Damage** (See 7.5.4). Roll an additional RN and add to this value the SL gained by the Flamer, then consult the table in the Flamer card:

- On a result of 1-2 you generate One **Flame Damage**
- On a result of 3-5 you generate Two **Flame Damage**
- On a result of 6+ you inflict Three **Flame Damage**

Distribute the **Flame Damage** using the Standard Play rules: for each **Flame Damage** inflict one Wound.

### 7.5.4. Flame Damage



A attack using the **Flame** Special Attribute causes one Wound per SL as per the Standard Play rules, but counts as an A.P. Wound. Mark all wounds assigned by a Flame SL with A.P. Wounds counters. In addition, you must place one Flame counter on the target of the attack (maximum one counter per Unit/Enemy).

In the next Combat Round, in the Attack Resolution Phase, after assigning the other Wounds you must pick a RN for each Flame

Damage counter:

- On a result of two or less discard the counter without any additional effect.
- On a result of 3-5 the Unit/Enemy suffers an additional Wound (Armor does not negate this) and the counter is discarded.
- On a result of 6+ the Unit/Enemy suffers two additional Wounds (Armor does not negate this) and the counter is not removed.

Unless specified otherwise, Flame Damage must be distributed among the Enemies or your Units following the Standard Play rules.

***Example:** During combat your Squad is at Melee Range; you Activate the Flamer and got a RN of 4: The Flamer has a Melee Skill of 3 you gain  $4/3=1$  SL. Since the Melee Skill of the Flamer has a Flame Special Attribute, you then pick a second RN to determine the final Damage: the RN is a 4;  $RN+SL$  is hence  $4+1=5$ : this means that you inflict two Flame Damages to the enemy.*

### 7.5.5. Poison Damage

An attack using the Special Attribute **Poison(X)** causes one Wound per SL as per the Standard Play rules (See 7.3.1).

In addition, you must immediately roll an RN when you assign a uncanceled wound from a Poison attack (i.e. a Wound not negated by Armor or any other means); one single RN is required regardless the number of Wounds inflicted.

If the RN is equal or greater than the value X (the poison strength) the target of the attack suffers an additional Wound (Armor may not negate this).

***Example:** One Unit is assigned a Wound by a Void Spider in Melee, an attack with Poison (5) special attribute.*



You roll an RN and get a '5': since 5 is equal to the poison strength 5, the Unit suffers one additional Wound.

### 7.5.6. Grapple



An enemy with the Grapple Special Attribute can attempt to Grapple your Units while in Melee. Grappled Units won't be able to fight (be activated) until they free themselves. If an enemy with the Grapple Special Attribute assigns a Wound to a Unit, that Unit is considered grappled during the next Combat Round; place a Grapple counter on the Unit as a reminder. This effect is applied even if the Wound is negated or removed by any means.

The maximum number of Units that can be Grappled is equal to the number of active enemies with the Grapple Special Attribute: once a Unit with the Grapple Special Attribute is killed, check that the total number of Grappled Units is still less or equal to the number of surviving Enemy Units with the Grapple Special Attribute. If required, remove a number of multipurpose counters from the Grappled Units (your choice) to restore this limit.

**Example:** *Two Enemy Units, both with the Grapple Special Attribute, are in Melee combat with three surviving Units; two Units are already Grappled. One Enemy Unit gains one SL: since the number of Grappled Units (2) is equal to the number of active Enemy Units (2) you don't have to Grapple another Unit.*

*In the same Combat Round none of your Units are able to break free, but an Enemy Unit is killed: now you have one remaining Enemy Unit with Grapple Special Attribute and two Grappled Units; choose one Unit and remove the Grappled counter.*

A Grappled Unit is always considered to be at Melee Range. While Grappled, at least

one Enemy Unit with the Grapple Special Attribute will attack the Unit using its Melee Skill (regardless of the current Combat Range) with a +1AP bonus; you can choose which Enemy will execute this attack if there are multiple candidates.

#### 7.5.6.1. Breaking the Grapple

During a Combat Round, a Grappled Unit may attempt to free itself by making a single Melee Skill Check, regardless of the current Combat Range. If they gain at least one SL, they are free! Remove the Grappled counter. Units without a Melee Skill can break the Grapple by Rolling an RN and getting a 5+.

During a Combat Round at Melee Range, a non-Grappled Unit can attempt to free a Grappled Unit. Activate the Unit normally, and if the Unit gains at least 1 SL in the Melee Skill you can remove the Grappled counter from the Grappled Unit. Remember, you can only use 1 Skill Check per Combat Round!

### 7.5.7. Ambush

On the FIRST Round of combat, after the Range Determination Step but before Unit Activation, you may spend 1 Intel Resource (See 8.0) to gain Ambush. The enemy may be granted Ambush through an Attribute or mission Special Rule. **If both side are granted Ambush, then it cancels out and combat proceeds as normal.**

If either side has gained **Ambush**, then during the first round of combat becomes an **Ambush Combat Round**.

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 Wound counters to their Hit Points are removed. Combat then proceeds normally.

## 8.0 Resources

**Resources** represent special equipment, Intelligence, or support available during the mission. Resources are selected before a new mission and are spent throughout the mission. Some Nodes allow you to collect additional Resources during the game by using Resource Caches (See 8.3). Unless noted otherwise, a Squad can carry up to **eight** Resources.

Put the corresponding counters in the “Resource” area of the Turn Record Track card (See 5.7). Resources can be spent at any moment in the game. For example, a MedKit can immediately cancel one fatal Wound.

### 8.1. Resource Description

The following Resource types are available:



**(G) Grenade:** During a Round of combat at Melee Range, you can spend one Grenade to inflict additional Wounds on the enemy. Roll an RN to determine how many additional Wounds you inflict on the enemy. The Wounds caused by a Grenade can be freely distributed using the Standard Play rules (See 5.3). Grenades are not Classified as Armor-Piercing (See 7.5.2).



**(G) Plasma Grenade (Only available when unlocked in Campaign Play):** A Plasma Grenade causes RN/2 **Flame** Damage (rounding up), with a minimum of one **Flame** Damage (See 7.5.4). When available as a Resource, it can be used as if it were a standard Grenade.



**(M) MedKit:** You can spend one MedKit to cancel one Wound that was assigned to a Unit (even a fatal Wound). MedKits cannot cancel Wounds assigned to a Vehicle.



**(I) Intel:** The Intel Resource may be spent in a number of ways. During Standard Play you can spend one Intel Resource during the Node Resolution Phase to gain two automatic Success Levels, regardless of the standard Skill Check.

Alternatively, during the first Round of combat only and before determining the range, you can spend one Intel Resource to gain Ambush (See 7.5.7).

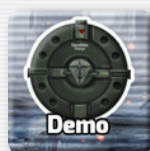


**(SP) StymPack:** At any time during combat, you can spend one StymPack to increase a Unit's Melee Skill.

When you spend a StymPack, choose a Unit from your Squad. That Unit gains “+2 AP” in Melee for the rest of this combat (place the “StymPack” counter on the Unit as a reminder); also, every Success Level gained by this Unit while engaged in Melee combat causes two Wounds.



**(G) Smoke Grenade:** You can spend one Smoke Grenade to modify the RN to determine the Combat Range by either “+2” or “-2,” whichever is more beneficial. All attacks that are made from Fire Range, by both Units and Enemies, apply a “-2 AP” modifier. At the end of each Combat Round, roll an RN. The smoke dissipates on a result of “6+.”



**(D) Demo Charge:** You can spend one Demo Charge Resource to pass a “Demolition” Node Requirement.

A Demo Charge Resource can only be spent by an Engineer, a Technician, or a Demolition specialist at a Node with “Demolition” Node Requirements. When you spend a Demo Charge Resource, roll an RN. On a result of “2+,” the Demo Charge Resource

explodes and successfully completes the Node Requirements (i.e., you can move your Squad to the target Node).

Demo Charge Resources cannot be spent during the same Turn that an attempt is being made to resolve a Node with the standard Demolition Skill.



**(L) Light (Hive Missions only):**

You can spend one Light to use this powerful light, which cancels the negative effects of a Pitch-Black sector (See 12.2.1.3).



**(A) Ammo (Optional Rules only):**

You can spend one Ammo to increase your Ammo level by four Squad Points, up to a maximum of ten. You may select no more than two Ammo Resources per mission (See 16.1).

### 8.1.1. Scorpio



A Scorpio can be used during combat against a Vehicle to execute an Anti-Vehicle attack (See 9.2) instead of making a Melee or Fire Skill Check. The Scorpio provides the Unit an Anti-Vehicle Skill of 4 and has a Penetration of zero (PEN=0). This Resource is not lost after a combat.

## 8.2. Initial Resource Selection

Squads can carry up to eight Resources at the start of each mission. You are allowed to carry any combination of the available Resources, but you are limited to the counter mix. Any Unit may use any resource in the Squad Resource area of the Turn Record Track.

## 8.3. Resource Caches



Some Nodes include a special icon to mark the presence of a **Resource Cache**.

Resource Caches represent locations where you can gain more Resources (i.e., ammunition crates, useful files on a computer, etc.) up to a maximum of eight. The letter in the icon defines the type of Resource that is available at the cache, reference the letter shown with the letter in parenthesis preceding the name entry in 8.1 recourse description;

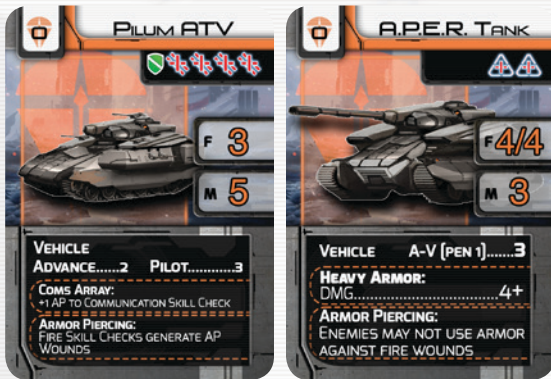
**Exception:** In the (G) Resource Caches you can find G, SG and A Resources (the RN defines the total amount of Resources available but you can pick any mix you want).

After the Operations Phase, if your Squad is located on a Node that includes a Resource Cache, roll one RN and apply a “-1” modifier to the result. The result is the amount of Resources that are found at this Node. Remember, you may only gain the type of Resources that are available at that particular Node, which is identified by the letter in the icon. Update your Resource quantity on the Turn Record Track card.

Keep in mind that you can discard any Resources that you own in order to make room for new Resources. Each Resource Cache can only be used once. Mark the Resource Cache icon with a “Multi-purpose” counter to show that it has been depleted.

**Example:** The Squad is at a Node that contains a [G] Resource Cache (Grenades). After the Operations Phase, a RN is drawn with a result of “4.” You apply a “-1” modifier to the result, for a total of three additional Grenades (4 - 1 = 3). You are already carrying two MedKits and four Demo Charge Resources, but you really think that Grenades will be more useful at this point in the mission. You discard 1 Demo Charge Resource so that you are able to carry the Grenades (2 MedKits + 3 Demo Charge Resources + 3 Grenades = 8 Resources). The cache is then marked with a Multi-purpose counter to show that it has been depleted.

## 9.0 Vehicles



Vehicles are a special type of Unit, and are identified by the “**Vehicle**” Attribute. These Units operate with a suite of Special Rules and can be invaluable assets to any SI Squad.

**VEHICLE** A-V (PEN 1).....3

### 9.1. Vehicle special Rules

Most Vehicles in SI are special assets only deployed to the most hazardous combat zones, or on missions where success needs the deck stacked.

Vehicles may only be used at certain times, they have their own Skills, and some are even so heavily Armored, its nearly impossible to Damage them without using special weapons in response.

#### 9.1.1. Heavy Armor

IN SI:R, there are Vehicles (and even some Enemy Units) with Armor so tough, they shrug off all but the most powerful of weapons fire.

This is called “Heavy Armor”, and is represented in two parts on a Unit’s card: Structure Points and an Attribute.

##### 9.1.1.1. Structure Points

Structure Points are a unique form of Hit Points, represented by a Structure icon.



This is the amount of Damage that a Unit equipped with Heavy Armor can sustain before being destroyed. Unlike Hit Points, the only Skill that may assign Wounds to a Unit with Structure Points is the Anti-Vehicle Skill (See 9.2). Everything else just bounces off!

#### 9.1.1.2. Heavy Armor Attribute

The Heavy Armor Attribute will have a DMG value that represents level of protection of the Vehicle. The higher the value, the tougher the Armor

**HEAVY ARMOR**  
DMG.....5+

When using the A-V Skill against a Vehicle with the Heavy Armor Attribute, this is the number they’ll need to beat in order to deal Damage to the Vehicle See 9.2)

Vehicles without Structure Points can be Damaged normally by Wounds generated by the Fire Skill or any other Skill that generates Wounds.

#### 9.1.2. Vehicle Use

Since these Units are exceedingly large, they may only participate in Skill Checks if your Squad is attempting a Node Resolution or in combat on an **Outdoor Node**. This includes non Wound-Generating Skills such as the Pilum’s Pilot and Advance Skills

While **not** on an **Outdoor Node**, a Vehicle is not counted as being part of the Squad. It may not be assigned Wounds, it may not make Skill Checks, its Unit card is not induced in combat, and it does not count as a Unit for the purposes of mission success or failure (if all your non-Vehicle Units have become OOA, the mission is a failure).

### 9.1.3. Vehicle Damage

During a mission, its highly likely your Vehicle will sustain Damage. Vehicles cannot be repaired during a mission.

In Campaign Play, all Damage is removed and the Vehicle returns to its “Ready” Status during the mission Debrief a Vehicle always starts a mission undamaged.

## 9.2. Anti-Vehicle (A-V) Skill

If a Vehicle has Heavy Armor, then it will require some serious firepower to crack. The only Skill capable of this is the A-V Skill, which represent weapons designed to put rounds through solid Battle Plate.

The A-V Skill has 2 parts: a Skill Level, and a PEN Value.

The Skill Level is used as normal when making a Skill Check using the A-V Skill. If a Unit Makes an A-V Skill Check in combat, it may not make any other Skill Checks until the following round.

The other part is the PEN Value, or the penetration power of the weapon being represented.

### 9.2.1. Anti-Vehicle Penetration (PEN)

The Penetration Value (PEN) represents the effectiveness of the Vehicle A-V attack. A-V weapons without a PEN Value are treated as having PEN=0.

**Example:** the Heavy Weapons Unit, with an A-V Skill of 3, has a PEN=0. The A.P.E.R. Tank has an A-V Skill with a PEN=1.


When a A-V Skill is used against a Unit with

**AV(PEN 1).....4+**

The PEN Value is used to overcome the Heavy Armor value when a Wound is assigned. This is called a PEN Check.

To do this, when assigning a Wound from an A-V Skill, generate an RN, and add the PEN Value. If the total is greater than the DMG value of the Heavy Armor Attribute, the Wound may be assigned. Otherwise, like Armor (See 7.5.1) the Wound is discarded.

Anti-Vehicle (A-V) attacks are resolved as follows:

1. An A-V attack can always be executed regardless the current Combat Range.
2.  Activate the Unit and make an A-V Skill Check to generate A-V Wounds. If the current range is Melee you gain +1AP. Any Wounds generated are recorded using the A-V Wound counters.
3. Assign A-V Wounds. Make a PEN Check for each A-V Wound assigned to a Unit with Structure Points.

**Example 1:** An Heavy Weapons Units (A-V: 3, PEN=0) is firing against a Titan (DMG: 4+, SP: 2): you roll an RN and get a ‘5’, gaining one SL. You must now verify if the attack was able to penetrate the target defenses: you draw a second RN and get a ‘3’. Since  $RN+PEN=3+0=3$  that is less than the Titan DMG (4) the attack is unsuccessful.

**Example 2:** A Fire Team is using a Scorpio (A-V: 4, PEN=0) against the same Titan (DMG: 4+, SP: 2): you roll an RN and get a ‘4’, gaining one SL. To verify if the attack was able to penetrate the target defenses you draw a second RN: you get a ‘5’. Since  $RN+PEN=5$  that’s greater than the Titan DMG (4) the attack is successful and you score one damage. Place one A-V Wound counter on the Titan’s card as a reminder, since the Titan has 2 SP this single hit is unable to destroy the enemy.

### 9.2.2. A-V Wounds on non Heavy Armor Targets

If you assign a Wound generated by the A-V Skill to a Unit without Structure Points, that Unit must generate an RN for each A-V Wound. On a 2+, the Unit is immediately removed from play.

In Campaign Play, player Vehicles have their Status changed to “Destroyed” (See 14.2.1.1), and non-Vehicle player Units have their Status changed to “Killed” with no chance for recovery or medical Treatment

## 9.3. Pilum



Some missions allow your Squad to bring along a Pilum ATV, the standard Vehicle for the SI.

The Pilum does not cost any Squad Points, but may only be taken either through mission Special Rules, or use of a STRATOP card (See 14.4).

Each Pilum has its own “Fire and Melee” Skills that may be used in combat as normal. The Pilum also has the Special Attribute to Embark and Disembark your Squad.

On every Node that is marked as an “Outdoor” Node on the Mission Map, you can choose to Embark or Disembark your Squad during Squad Movement (See 6.2).

### 9.3.1. Embark



While on an Outdoor Node, you may choose to Embark your Squad into the Pilum during Squad Movement. Flip the Squad Counter to its Embarked side to show your squad is Embarked.

While Embarked, Units may only make Command and Communication Skill Checks (and spend Resources).

In combat, if the Squad is Embarked, only the Pilum ATV Unit card is deployed against the Enemy Units in the combat.

While in combat, any Wounds that are generated during combat while the Squad is Embarked are always allocated to the Pilum. Ignore any excess Damage if the Pilum is destroyed.

If the Pilum is Destroyed while your Squad is Embarked, each Unit must roll an RN. On a 5+ they receive one Wound.

If your Squad is Embarked and moves to a non-Outdoor Node, they immediately Disembark.

### 9.3.2. Disembark

While on an Outdoor Node, you may choose to Disembark your Squad from the Pilum during Squad Movement. Flip the Squad counter to the non-embarked side to show your squad is not Embarked. If your Squad is outside the Pilum, consider the Pilum as an additional Unit.

While in combat the Pilum is represented using by the Pilum Unit card. When assigning Wounds, no more than half of the Wounds may be assigned to the Pilum, rounded down.

If a Squad was forced to Disembark as a result of moving from an Outdoor Node, they do not need to move back to that same Outdoor Node to Re-Embark.

### 9.3.3. Combat Embark / Disembark

During combat, your Squad has the Special Attribute to take cover within your ATV. After Combat Range Determination, but before Generating Wounds you may choose to Embark or Disembark from your Pilum ATV.

If you Embark during combat, all Unit cards are removed except the Pilum ATV. If you Disembark, all Unit cards are set up as normal. Wounds are not removed as a result of Embarking and / or Disembarking.

### 9.3.3.1. Embarking or Disembarking using Orders

If you are using the “Orders” Optional Rule (See 16.2) to Embark/Disembark from the Pilum during combat, you must spend 1 CP

### 9.3.4. Pilum Special Rules

The Pilum is unique in SI in that MilSpecOps developed it to be extremely flexible while on a mission.

#### 9.3.4.1. Coms Array

Every Communication Skill Check made while your Squad is Embarked (See 9.3.1) gets “+1 AP” (due to the Pilum’s equipment).

#### 9.3.4.2. Armor Piercing

The Pilum’s Fire Skill Generates A.P. Wounds (See 7.5.2)

### 9.3.5. Pilum STRATOP card



It is possible to deploy a Pilum outside of a mission allowing you by using the STRATOP card “Pilum ATV” during Campaign Play.

The mission type must be “Surface”, all the normal Pilum rules apply.

## 9.4. A.P.E.R. Tank



Some missions will include the A.P.E.R. Tank as free attachment for your Squad: the A.P.E.R. does not cost any Squad Points.

Each A.P.E.R. has a Fire and Melee Skill Level, as well as an A-V Skill.

Unlike the Pilum, this Vehicle is a dedicated combat Unit, and may not transport passengers.

**You now know all the rules needed to play missions M01–M08. Mission S001 is recommended for beginners, so find the Mission Map labeled S001 and good luck on your first mission!**

**Before moving on to the Hive, Campaign, and Advanced rule sections, make sure you have a good understanding of the Core Rules.**

## 10.0 Frequently Overlooked Rules

- Events always use the string on the current Node— where the Squad counter is located.
- Resources can be used at any moment in the game, even to cancel a fatal Wound.
- Events are unique, one-time occurrences. When an Event occurs, place an Event counter on that Node to remind you.
- You can influence the Combat Round's Range check by using the Squad Leader's Command Skill.
- A Squad may accumulate Success Levels at any adjacent Nodes.

All Success Level counters remain on Nodes, even if the Squad moves away or attempts to resolve a different Node.

- The Pilum is only considered part of the Squad on outdoor Nodes (light gray frame; indicated on Mission Map).
- Unless a mission specifies that there is only one Special Enemy (See 4.4.2.3), Special Enemies are unlimited.
- A mission does not end (in success or failure) until the end of a Turn. In other words, when a mission objective requires the Squad to reach a Node, the Squad must still perform an Event Check and survive it in order to proceed to the end of the Turn and win the mission.
- Roll all RN's separately and resolve their effect before rolling the next one in a sequence.



## 11.0 Standard Play Example

You now know all the basics of how to play a Standard Play game of ***Space Infantry: Resurgence***. To help you come to grips with all that information, let's walk through a Standard Play mission of SI:R using all the rules you just read.

We recommend you follow along with all the components and situations we describe.

A **SI: R** game session follows this sequence:

1. Mission Selection
2. Set Alert Level
3. Map Creation
4. Timer Setup
5. Enemy Selection
6. Squad Selection
7. Resource Selection
8. Operations Phase
  1. Advance Turn
  2. Move your Squad
  3. Node Resolution
    - A. Command Skill Check
    - B. Squad Skill Checks
    - C. Apply SL's
  4. Event Check
  5. End Turn

### 11.1. Setup

#### 11.1.1. Mission Setup (5.1)

Mission selection is the first Phase of the game. Depending on which mission you select, you then choose your Squad members, the Enemy Race you'll be facing, and the Resources you'll take with you.

Since it's my first game, I'm going to select mission S001 and populate it with the required Node cards.

#### 11.1.2. Set Alert Level (5.2)

Since I'm still learning the ropes of SI:R, I'm going to set the AL to 1.

#### 11.1.3. Map Creation (5.3)

I gather all the basic Node cards and separate them by name: Outdoor, Indoor, Passage, and Underground. The Mission Map S001 needs Nodes from the ***Passage***, ***Outdoor***, and, ***Indoor*** Node decks. The Alert Level right now is 1, so I remove all the Node cards from the decks that have an Alert Level greater than 1. I then place these decks face down and place them on the Mission Map as needed. I also get the mission S001 Node cards and place them randomly on the required Nodes.

#### 11.1.4. Timer Setup (5.4)

Then I get the Turn Record Track and Resource Holding card, the Turn counter, and place them both near the Mission Map. I'll put the Turn counter next to Turn one, so that when I start my game, I can move it onto the Turn into the space for Turn 1.

#### 11.1.5. Enemy Selection (5.5)

Next, I draw a random Enemy sheet, which Turns out to be the Flesh Eaters. I gather all the Flesh Eaters Enemy Unit cards and separate them by type.

#### 11.1.6. Squad Selection (5.6)

Your Squad will always include two types of Units: Basic Units (Grey/White) and Specialist Units (Orange). Basic Units are responsible for combat and movement (the Advance Skill), while Specialist Units are capable of executing tasks like handling explosives, (Demolitions), scientific analysis (Science), and so on.

You start a game with 110 Squad Points to build a Squad with. Every Unit has a cost associated with it—with the exception of the Squad Leader.

I pick my “standard” Squad; a good mix of Melee and Fire Skill capabilities. Since combat fluctuates between Fire and Melee Ranges, I want to make sure my Squad is well rounded:

- Squad Leader (mandatory, 0 Squad Points)
- Fire Team A (20 Squad Points)
- Fire Team B (20 Squad Points)
- Assault Team B (20 Squad Points)
- Shotgunner (30 Squad Points)

For a total of 90 Squad Points: I’ve got (110 - 90 = 20) 20 Squad Points left, enough for two Specialists (orange background).

Looking at the Nodes of mission S001, after all have been placed on the Mission Map, I see that the following Skills are required:

- *Demolitions*
- *Computer*
- *Repair*
- *Science*
- *Security*

Considering those mission Requirements, I choose the following Specialist Units:

- Scientist (Computer, Science, Search)
- Demolitions (Repair, Demolitions, Security)

After I’ve got my Squad, I place the “Squad A” counter on the “Start” Node and mark the Node with a Multi-purpose counter. Then, I’ll move on to get the Resources I’ll need to survive the mission.

### **11.1.7. Resource Selection (5.7)**

*Resources represent special equipment, information, or support available during the mission. Normally you can only carry eight Resources.*

The Unit with the best *Security* Skill in my Squad is Demolitions with a “5” (remember, lower numbers are better), and two Nodes in the mission require this Skill. I probably need to take some Intel Resources (at least two) to reduce the time spent at those Nodes (Intel can be spent to get two Success Levels during Node Resolution).

I choose the following Resources:

- 2 Intel
- 3 Grenades
- 3 MedKits

Now I’m ready to begin my first mission.

## **11.2. Turn 1 Operations Phase**

Turn 1 sees my Squad make planet fall in search of any survivors of the outpost. From here, I’ll take Turns moving from Node to Node trying to achieve the stated mission goals, and killing any and all alien opposition that might bar my path or discover my location.

Each Turn uses the following sequence:

1. Advance Turn (6.1)
2. Move your Squad (6.2)
3. Node Resolution (6.3)
4. Event Check (6.4)
5. End Turn (6.5)

### **11.2.1. Advance Turn (6.1)**

Since this is the first Turn, I place the Turn counter on the box labeled “1” on the Turn Record Track.

### 11.2.2. Move My Squad (6.2)

The rules say I can either stay where I am on the Mission Map, or move my Squad to any Node connected to my current Node by the white dotted line.

The “Start” Node is only connected to a single other Node, with the Node Requirements of “Advance 4”. Since I have to push forward if I want to complete the mission in the time given, I chose to advance to the connected Node with the Node Requirements of “Advance 4”.

Since I’ve only just started this mission, its obvious this Node has not been resolved (It doesn’t have a Multi-purpose counter on it like the Start Node) I’ll need to perform a Node Resolution on it to try and finish my move to that Node.

### 11.2.3. Node Resolution (6.3)

Before moving to the Node, I must complete the Node Requirements. Node Requirements are always expressed as a Skill name and a number: Advance 4, in this case.

This means that my Squad must accumulate 4 Success Levels with the **Advance** Skill during Node Resolution to be able to move to the Node.

To resolve the Node, I follow the steps from 6.3:

- Command Skill Check
- Squad Skill Checks
- Apply SLs

#### 11.2.3.1. Command Skill Check

First, I need to decide if my Squad Leader wants to get their hands dirty with the rest of the Squad, or manage their work and provide support. I like the idea of having the help if I need it, so I decide to make a Command Skill Check.

I generate an RN (See 4.3) of 6 for her Command Skill, which becomes 6 AP.

Then I divide the AP with the Command Skill’s Level, 4, to generate SL’s which will become Command Points, or CP.

$6 / 4 = 1$  with a remainder 2. I drop the remainder and I’m left with one Success Level, which becomes 1 CP.

#### 11.2.3.2. Squad Skill Checks

Now that my Squad Leader has assessed the situation and formulated a plan, I need to try and get enough Advance SL’s to meet the Node Requirements. Thankfully, the Node only needs 4.

Every Basic Unit has the **Advance** Skill, so I Activate all four Basic Units; I roll an RN for each Unit (4.6.1):

- Shotgunner Unit: “3”
- Fire Team A: “2”
- Fire Team B: “5”
- Assault Team B: “4”

*My Squad Leader already made a Skill Check during the Command Skill Check step of Node Resolution, so she can’t help with this.*

The RN generated for a Unit determines the Action Points (AP) the Unit has for this Node Resolution. To determine the number of Success Levels, divide the AP value by the Unit’s Skill Level, discarding any remainder.

The Skill Checks breakdown like this:

- Shotgunner Unit: 3 AP / 3 (**Advance**) = 1 Success Level
- Assault Team B: 4 AP / 3 (**Advance**) = 1 Success Level
- Fire Team A: 2 AP / 3 (**Advance**) = 0 Success Levels
- Fire Team B: 5 AP / 3 (**Advance**) = 1 Success Level

The Squad accumulated 3 Success Levels with the *Advance* Skill so far; not quite enough to proceed to the Node. But the Squad Leader has 1 CP to spend from the first step, that SI Command training is about to pay off.

CP can be used to increase the AP of a single Skill Check, with the exception of Skills that are marked with an asterisk.

As such, I decide to spend this CP in order to add 1 AP to Fire Team A's Skill Check.

- Fire Team A: 2 AP + 1 AP (by spending 1 CP) = 3 AP; 3AP / 3 (*Advance Skill Level*) = 1 Success Level

### 11.2.3.3. Apply SL's

Now the Squad has accumulated 4 Success Levels with the *Advance* Skill. I check that against the Node Requirements, Advance 4. I have 4 SLs, so I pass!

I place a Multi-purpose counter on the Node, which now means its been resolved.

I can now finish my move, placing the Squad A counter to the now resolved Node.

### 11.2.4. Event Check (6.4)

The final step is to check to see if an Event occurs on the Node I find myself in, if there hasn't already been one. A Node can only have one Event. Probably because the enemy doesn't have enough bodies to continually replace them as I kill them off.

Every Node has an Event String at the top left of the Node: [1/A] in this case.

It's a standard encounter in the format: <Scope>/<Class>.

I roll an RN and verify if it's in the Scope: 1. The RN is "4," which is outside the Scope, so no Event happens. Looks like my Squad remains undetected, so I can move on to the next Turn and pray my luck holds.

## 11.3. Turn 2 Operations Phase

Turn 2 happens in much the same way as Turn 1, I move the Turn counter, I move my Squad, perform Node Resolutions, check for Events, and so on. However, this Turn, something is going to go wrong. I'm going to be spotted, and I'll have to fight my way clear. Lets go through the Turn step by step, like Turn 1, and see where I went wrong.

### 11.3.1. Advance Turn (6.1)

I move the Time counter to the box labeled "2".

### 11.3.2. Move My Squad (6.2)

From the current position, I can attempt to move to a Node inside the area marked Building #1, with Node Requirements of (Advance 2) or to a Node inside the area marked Building #2 with Node Requirements of (Security 3). I decide to move to the Node in Building #2. It's not a Previously Resolved Node, so I need to do a Node Resolution.

### 11.3.3. Node Resolution (6.3)

Since the only Unit with the *Security* Skill is the Demolitions Specialist, I want to try and help her as much as possible with a Command Check. Only problem is the *Security* Skill is marked with an asterisk (\*). This means I cannot spend CP to influence this attempt, making the Command Skill Check useless.

#### 11.3.3.1. Command Skill Check

Since this will not help in any way, I skip to the Squad Skill Checks

#### 11.3.3.2. Squad Skill Checks

The only Unit with a matching Skill is the Specialist with their Security Skill. I Activate the Demolitions Specialist and roll an RN: 4.

The check breaks down to

- Demolitions Specialist: 4 AP / 5 (*Security\**) = 0 Success Levels

I decide to spend my first Intel Resource now to get 2 immediate Success Levels.

### 11.3.3.3. Apply SL's

I check my SLs against the Nodes Requirements, a 3. I don't have enough to resolve the Node! My Specialist wasn't able to carry the team. I'll have to wait until next Turn to try again. I place a green Success Level counter that shows a "2" on the Node as a reminder.

Next Turn, I'll only need 1 Security SL to resolve the Node and move my Squad into it. For now though, I have to return to the Node I came from and hope I'm not spotted there.

### 11.3.4. Event Check (6.4)

Since my Node didn't have an Event last Turn, I still need to check for one even though its been resolved. This time the RN is a "1." Since the current string is [1/A], this triggers an Event! The Class is "A". This means its an enemy patrol. Hopefully there won't be too many of them but, regardless, I'm going to have to fight my way clear if I want to complete the mission.

To determine the composition of the enemy forces, I roll an RN: 3, and use the enemy Presence Table (EPT) on the Flesh Eaters' Enemy Race Sheet to find out how many Flesh Eaters I'm up against, and what types.

I find the column marked "A" on the EPT, and look down to row 3 on the EPT under column "A".

The result, is "2 Scouts." A nice easy force. Phew.

Next, I locate the Enemy Units deck for the Flesh Eaters, and pull out two "Scout" Units, taking special note of the Scout's Special

Attribute: **Swarm** (-2 AP modifier to any Fire attack against the Enemy Unit). This means that while they are represented by only 2 Unit cards, in the world of the game these are actually a massive swarm of little creatures.

Thankfully, I have Grenades!

I lay the Enemy Unit cards out, one next to the other in a horizontal line, next to the Mission Map.

Then I line up my Units in the same fashion in front of them, and I proceed to fight my way clear of these things by conducting a combat.

## 11.4. Turn 2: Combat Round 1

A combat takes place in a series of Turns, like in a normal game. Each Turn has a series of Phases, and follows a sequence:

1. Command Skill Check
2. Combat Range Determination
3. Activate Units
  - a. Generate Wounds
  - b. Attack Resolution
4. Remove Casualties

These steps will repeat until one side or the other is dead.

### 11.4.1. Command Skill Check (7.1)

All SI Squad Leaders are trained to instantly size up a situation, factor in all the variables, and determine a plan of action. This means, like Node Resolution, I need to make a Command Skill Check. However, here, its not optional.

Since you can only use Skills that are required by a check, she cannot participate in the actual combat itself: That requires Melee and Range Skill Levels.

The Unit has neither, so they can ONLY make a Command Skill Check during combat. I roll a 6, which breaks down this way:

- Squad Leader: 6 AP / 4 (*Command*) = 1 Success Level, which gives 1 CP

#### **11.4.2. Combat Range Determination (7.2)**

The next step during each Combat Round is to determine the range (Melee or Fire).

Normally, I'd roll an RN and check the Range table, using the current range that combat is at to determine the next rounds range. However, since this is the first Combat Round, I check the "Set" column.

The RN is a "2"; so I start combat at Fire Range.

#### **11.4.3. Activate Units (7.3)**

Now its time to have a fire fight. Each side will unleash its firepower by activating units one at a time in an attempt to generate Wounds, which are assigned to either side in a bid to wipe one another out.

This happens simultaneously, but in practice I need to do this one at a time. Because I hate waiting, I'm going to activate each of my Units first. Remembering that I can only activate my Basic Units (Specialist Units cannot be involved in combat because there are too few enemies), I start with Fire Team A.

I place a multipurpose counter on Fire Team A's card to show they've activated and proceed to generate and assign wounds with that Unit.

##### **11.4.3.1. Generate Wounds (7.3.1)**

Generating Wounds is done by making Skills check(s) for the activated Unit with the applicable Skill. We are currently at "FIRE" Range, so Fire Team A will make a Skill Check using their "FIRE" Skill and try to achieve one or more Success Levels.

Fire Team A generates the following RN:

- Fire Team A: "5"

Remember to -2 AP due to the Swarm Attribute on the Enemy Units. Heres how the Skill Check breaks down for Fire Team A:

- Fire Team A: 5 AP - 2 AP (Swarm) = 3 / 3 (*Fire*) = 1 Success Level

Fire Team A has generated a wound! I place a Wound counter next to Fire Team A as a reminder, and decide where to assign it, my favorite part of combat.

##### **11.4.3.2. Assigning wounds (7.3.1)**

Since I have only one wound to assign, I can place it on any enemy I want. I place it on Enemy #1.

After that, I continue activating my units one at a time, placing multipurpose counters on each one as I go. Each time I activate a Unit, I generate and assign Wounds. Here's how it all breaks down for the rest of the squad, remembering to -2 AP from each RN generated:

- Fire Team B: 3 AP - 2 AP (Swarm) = 1 / 3 (*Fire*) = 0 Success Levels

Fire Team B hasn't generated any Wounds unfortunately, and so can't assign any.

- Shotgunner Unit: 4 AP - 2 AP (Swarm) = 2 / 4 (*Fire*) = 0 Success Levels

Darn! I was really hoping the shotgunner would put in some work. No wounds to assign here either, so it's just my Assault Team B Left.

- Assault Team B: 5 AP - 2 AP (swarm) = 3 / 4 (*Fire*) = 0 Success Levels

That Swarm Attribute really makes Generating Wounds at Fire Range difficult! Because I don't like to lose, I decide to use the Squad Leader's CP to help Assault Team B by adding one AP to the Unit's total AP.

Now, the equation looks like this:

- Assault Team B: 5 AP - 2 AP (Swarm)  
+ 1 AP (*spending 1 CP*) = 4 / 4 (*Fire*)  
= 1 Success Level

Finally, I have another wound to assign. According to the rules of Wound assignment (See 7.3.1) I can assign this wound to any enemy unit I chose because it's a new assignment.

I could place it on Enemy #1, removing it at the end of combat, but I want to stack the odds of my next combat round, given that I barely scraped a second wound in this one; I want to guarantee I'll kill something next round. I assign it to Enemy #2.

Now I have to activate the Enemy Units. The process is the same, activating each Enemy Unit by placing a Multipurpose Counter on it, then generating and assigning Wounds for that unit before moving on to the next.

Here's how that breaks down:

- Enemy #1: 4 AP / 5 (Fire) = 0 Success Levels

Phew! Dodged that bullet. No wounds generated means nothing to assign. Lets activate the last one.

- Enemy #2: 6 AP / 5 (Fire) = 1 Success Level

Ouch. While the Scouts aren't much better at FIRE range than I am, they still generated a wound. Since I'm free to assign the Enemy Wound to whichever Unit I prefer, I place it on the Shotgunner Unit, hoping that the Armor will absorb the Wound.

I need a "4+" to ignore the Wound, but I only roll a 2! The Shotgunner Unit keeps the Wound counter and is left with only 1 Wound remaining. It's too early in the game to start taking this kind of Damage, so I decide to spend one MedKit to negate the Wound.

I discard the Medkit counter from my resource area. Now its time to remove casualties

### 11.4.3.3. Remove Casualties (7.4)

Combat Rounds happen simultaneously, so even if an enemy or player Unit received a number of wounds to kill them, they still get that round to generate and assign Wounds. But, death always comes to call, and at the end of a Combat Round, we have to see who didn't make it.

Any Unit with Wound counters equal to or exceeding their total hit points are now removed from play. But, since the total number of Wound counters assigned to any given Unit do not match or exceed the total hit points of those cards, both Enemies and my Shotgunner are still alive with one Wound apiece. I remove all the Multipurpose counters and get ready for another Combat Round.

## 11.5. Turn 2: Combat Round 2

Round 2 follows the same pattern as Round 1. First, I'll make a Command Skill Check, then determine the range of combat, then Activate Units, and finally remove casualties. Lets see if I can finish these guys off this time.

### 11.5.1. Command Skill Check (7.1)

Once again, my Squad Leader is going to attempt to direct my Units, and makes a Command Skill Check, which breaks down like this:

- Squad Leader: 3 = 0 Success Levels

This means I'm not going to be able to help anyone in their checks. My Squad is on their own!

### 11.5.2. Combat Range Determination (7.2)

Next I need to see what range this Round takes place at.

We are at Fire Range, so I check for the range under the “F” column in the Range Table. I roll an RN of “4,” which changes the range to Melee. The Scouts are more effective at this distance (*Melee 4*), but my Squad does not suffer the Swarm penalty at Melee Range.

### **11.5.3. Activate Units (7.3)**

Hopefully this will be the last time I have to do this; I had to use a MedKit last time to keep my Shotgunner in the game.

I activate each of my units, generate wounds, and assign wounds with each using their Melee Skills. Here’s how it breaks down for my squad.

- Fire Team A: 3 = 0 Success Levels (*Melee 4*).

No wounds to assign so I move to Fire Team B:

- Fire Team B: 1 = 0 Success Levels (*Melee 4*)

Oof, still no Wounds to assign. Lets hope my Shotgunner finally comes good:

- Shotgunner Unit: 6 = 2 Success Levels (*Melee 3*)

2 Wounds! Apparently, that shotgunner does not like being shot at. I can only assign a maximum of half the generated Wounds to a single Enemy (See 7.3.1). Luckily, they only have one wound apiece now, so I assign 1 Wound to each Scout. Now for Assault Team B:

- Assault Team B: 4 = 1 Success Level (*Melee 3*)

Overkill. I assign 1 Wound to a Scout. It doesn’t matter which as they already have Wounds equal to their Hit Points on them. Now it’s time for Scout’s to Activate:

- Enemy #1: 4 AP / 4 = 1 Success Level (*Melee 4*)

The Scout generated 1 Wound. I’m going to try my luck with the Shotgunner’s Armor again, placing the Wound on the Unit’s card. This time I roll a “5” for her Armor, ignoring the Wound! I discard the Wound counter back to the box.

- Enemy #2: 7 AP / 4 = 1 Success Level (*Melee 4*)

That’s 1 more Wound to assign. I place it on Fire Team B. The Shotgunner’s Armor held, but I don’t like pushing my luck and the Fire Team is expendable.

### **11.5.4. Remove Casualties (7.4)**

Now to see who’s alive. Both Scouts have Wounds equal to their hit points, one even having more than! I’ll chose to think the shotgunner got up close and personal with that one and reduced it to a fine green mist! Both Enemy Units are removed from play and the combat is over.

## **11.6. Turn 2 Operations Phase Finish**

Now that combat has been resolved on my Node, I can place an Event counter on it, meaning I will never have to deal with enemies on this Node again. I can move freely to it since its already been resolved (If I’m adjacent), and I’m safe as long as I’m there.

### **11.7. Finishing the Session**

The rest of the mission will play out in exactly the same way as Turns 1 and 2, repeating the steps of the Operations Phase, and then of the combat when I trigger Events.

If this were Campaign Play, or a mode of play that involved tracking persistent effects applied to my Units or the game going forward, I would take care of those issues now that my Squad is safely star-side.

But I’ll tackle that once I’ve run my Squad through its paces a few more times.



## 12.0 Hive Missions

Sometimes, your missions will take you deep underground in winding tunnels, or into tightly packed enemy strongholds both on the ground and in deep space. These missions have been dubbed “HIVE” missions by MiiSpecIntel.

Playing a Hive Mission is much like playing a normal mission in Standard Play, but it uses a host of new components to simulate the winding twisting nature of the enemy structure. It also introduces a host of new rules that will change how your Squad interacts with the environment they’ve found themselves in.

Each Hive Mission, like normal missions, have unique objectives and Special Rules. When a Hive Mission is drawn or chosen, you’ll need to reference the accompanying Mission Sheet for the full list of objectives and Special Rules.

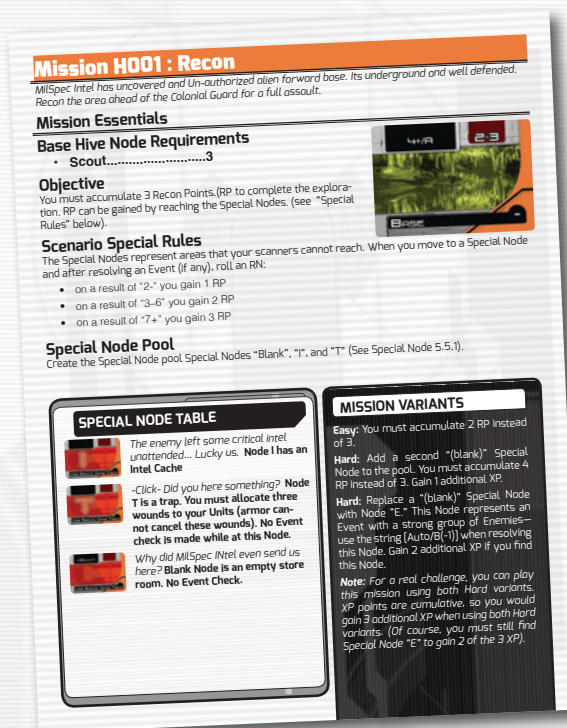
These missions also includes some variants that can be implemented to increase or decrease the mission’s difficulty. “Hard” variants normally provide additional XP, but that’s only used in Campaign Play.

### 12.1. New Components

- Hive tiles



- Mission Sheets



- Hive Nodes



- Cave In Nodes



- New counters



## 12.2. Hive Tiles

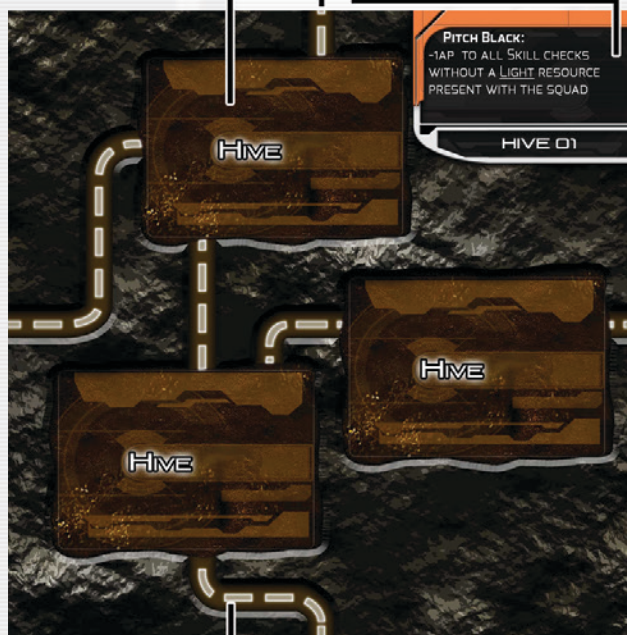
**Hive Missions** take place in the crowded and cramped hallways or tunnels of an Enemy Hive.

There are twelve Hive tiles (hereafter “**sectors**”) included in SI:R. Each sector can contain anywhere between one and four Nodes that are connected by tunnels.

When a tunnel flows off the edge of the tile, this is called an **open tunnel**.

### Node Space

### Open Tunnel Special Rules



### Tunnel

### 12.2.1. Special Sector rules

Some sectors include Special Rules that apply to all Nodes in the sector. Following is a full description of all special sectors:

#### 12.2.1.1. Narrow Passages

The corridors and openings in this sector are very narrow and claustrophobic; only two Units can be Activated (except the Leader, who can always be Activated to generate CP), both for the Node Resolution and in combat. At the same time, only two Enemy Units can be Activated while in combat. Select the weakest Enemy Units first. Once selected, you cannot change which Units are “on the front line” until Combat Range changes (from Melee to Fire, or vice versa).

#### 12.2.1.2. Unstable Area

When you place an unstable sector, roll an RN for each Node. On a result of “4+” the Success Levels required to resolve that Node are increased by one

*Example: “Advance 3” becomes “Advance 4”. Place a “+1 Success Level” counter on the Node as a reminder.*

#### 12.2.1.3. Pitch Black

Unless you spend one Light, apply a “-1 AP” modifier to every Skill Check (including the Combat Round). Place the “-1AP” counter on the Squad Leader card as a reminder.

#### 12.2.1.4. Complex Tunnel Network

Due to the complexity of the tunnel network, it is nearly impossible to establish a secure path. As a result, Nodes in this sector can never be considered “Resolved.” Every time you move your Squad to a Node, you must treat it as an attempt to resolve a new Node (See 6.3), even if you have already been to that Node. Explored and Event counters are not placed in the Nodes of a Complex Tunnel Network.

## 12.3. Hive Mission Sheets

Hive Mission in SI:R require the use of a Mission Sheet. These sheets contain all the information needed to play the mission: your Mission Essentials which holds the Objective, Base Node Requirements and Scenario Special Rules, the Special Node Table used for the mission, and the mission variants that are available to you.

### Mission Narrative

#### Mission Name / Code

##### Mission H001 : Recon

MilSpec Intel has uncovered and Un-authorized alien forward base. Its underground and well defended. Recon the area ahead of the Colonial Guard for a full assault.

##### Mission Essentials

###### Base Hive Node Requirements

- Scout.....3

###### Objective

You must accumulate 3 Recon Points.(RP to complete the exploration. RP can be gained by reaching the Special Nodes. (see "Special Rules" below).

###### Scenario Special Rules

The Special Nodes represent areas that your scanners cannot reach. When you move to a Special Node and after resolving an Event (if any), roll an RN:

- on a result of "2-" you gain 1 RP
- on a result of "3-6" you gain 2 RP
- on a result of "7+" you gain 3 RP

###### Special Node Pool

Create the Special Node pool Special Nodes "Blank", "I", and "T" (See Special Node 5.5.1).

##### SPECIAL NODE TABLE

The enemy left some critical intel unattended... Lucky us. **Node I** has an Intel Cache

-Click- Did you here something? **Node T** is a trap. You must allocate three wounds to your Units (armor cannot cancel these wounds). No Event check is made while at this Node.

Why did MilSpec Intel even send us here? **Blank Node** is an empty store room. No Event Check.

##### MISSION VARIANTS

**Easy:** You must accumulate 2 RP instead of 3.

**Hard:** Add a second "(blank)" Special Node to the pool. You must accumulate 4 RP instead of 3. Gain 1 additional XP.

**Hard:** Replace a "(blank)" Special Node with Node "E." This Node represents an Event with a strong group of Enemies—use the string (Auto/B(-1)) when resolving this Node. Gain 2 additional XP if you find this Node.

**Note:** For a real challenge, you can play this mission using both Hard variants. XP points are cumulative, so you would gain 3 additional XP when using both Hard variants. (Of course, you must still find Special Node "E" to gain 2 of the 3 XP).

### Mission Variants

#### Special Node Table

#### Mission Essentials

## 12.4. Hive Nodes

Hive Nodes are different from regular Nodes in that some have their Skill and Skill Level text replaced with "Base".

This means it requires a specific Skill unique to the mission.

To resolve these Nodes, reference the Base Node Requirements shown in the Mission Essentials Section on the current Hive Mission Sheet.

##### Mission Essentials

###### Base Hive Node Requirements

- Scout.....3

###### Objective

You must accumulate 3 Recon Points.(RP to complete the exploration. RP can be gained by reaching the Special Nodes. (see "Special Rules" below).

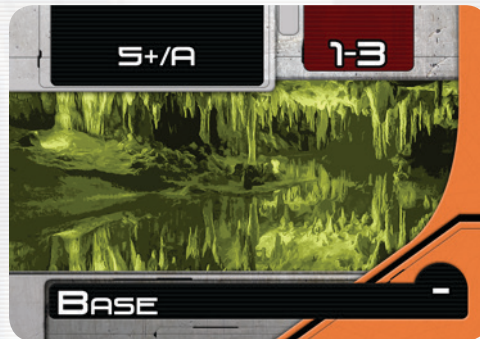
###### Scenario Special Rules

The Special Nodes represent areas that your scanners cannot reach. When you move to a Special Node and after resolving an Event (if any), roll an RN:

- on a result of "2-" you gain 1 RP
- on a result of "3-6" you gain 2 RP
- on a result of "7+" you gain 3 RP

###### Special Node Pool

Create the Special Node pool Special Nodes "Blank", "I", and "T" (See Special Node 5.5.1).



These Nodes follow all the rules for Node use and setup as in Standard Play, including Alert Levels and Node Resolution.

**Example:** My Squad attempts to resolve a Node with the Skill Requirement of "Base". I look at the Mission Sheet for the Hive Mission I'm on, and see the base Node Requirements are Scout.....3. That means I need the Scout Skill to try and Resolve this and any future Base Nodes.

## 12.5. Special Hive Rules

While the sectors themselves have Special Rules to hamper your Squads progression, Hive Missions themselves have a host of Special Rules to make them dangerous and unpredictable as a whole.

These rules are always in effect, regardless of what Hive Mission you are playing.

## 12.5.1. Nothing is certain.

The complex network of tunnels and the higher Enemy presence makes securing the path that you are following very difficult.

During a Hive Mission, you are never safe and will ALWAYS have to make an Event Check.

After the first Event, you place an Event marker as normal, but every time you move onto a Node that already contains an Event marker, you must make an Event Check against the string 5+/A.

This rule is always in effect, no matter how many Events you trigger after the first one.

## 12.5.2. Special Event: Toxins

During the Event Check step, if the “Toxins” Event is triggered by an Event Check, roll an RN. On a result of “5+” your Squad suffers two Wounds. You may freely assign these Wounds, however Armor cannot cancel any Wounds that are suffered from Toxins. Use A.P. Wound counters to mark these Wounds.

## 12.5.3. Special Event: Hidden Pits

If the Pits Event occurs, you must first determine how many Units have fallen into the pit. Roll an RN: on a result of “4-” two Units of your choice have fallen into it; otherwise (a result of “5+”) only one Unit has gone in. Those Units in the pit must then face a Class “A” Event, and the rest of the Squad can’t participate in this combat until the beginning of the third Combat Round.

## 12.5.4. Cave-In

The use of explosives (Grenades) can be dangerous on the Hive tunnels; at the same time, they are more lethal due to the narrow space in the tunnels. Every time you spend Grenades in a Sector, add 1 Wound to the total number of Wounds inflicted on the Enemy Group.

After using a Grenade or a Demo Charge Resource, roll an RN. On a result of “5+” the tunnel collapses. The Enemy Group suffers two additional Wounds and your Squad suffers one Wound (Armor cannot cancel these Wounds). Then place a Cave In! Node on top the current Node. A Node space may only contain one Cave In! Node.



The “Cave In” Node will replace the current Hive Node Requirements and Events until removed.

If the collapse happened during combat you must first complete the combat against the surviving Enemy Units (If any): if the collapse happened during the Node Resolution there’s no effect on the Enemies that could appear later.

“Cave In” Nodes represent a collapse in the Hive’s tunnel. Once a “Cave In” Node is placed (if you get a “5+” after using a Grenade or a Demo Charge Resource), your Squad must remain at the current Node and spend time removing the rubble before attempting to advance further into the Hive.

Use the “Cave In” Requirements and Event String as replacement of the current Hive Node Attributes.

If your Squad is on a “Cave In” Node, the Squad has only one option: it must first attempt to resolve the Requirements of the “Cave In” Node. Once the “Cave In” Node Requirements (Advance 5) have been completed, you can remove it and proceed as normal.

## 12.6. Hive Mission Procedure

If a Hive Mission is drawn or selected, use the following steps instead of those found in Standard Play. Many of them work exactly the same way save for minor changes. Others are completely unique to a Hive Mission, so read this section thoroughly.

1. Preparation of Special Node Pool
2. Squad Selection
3. Resource Selection
4. Hive Map Creation
  1. Entry Point Generation
  2. Infiltration Zone Generation
5. Hive Operations Phase
  1. Placing New Sectors

### 12.6.1. Preparation of Special Node Pool

Each Hive Mission Sheet specifies a list of Special Node cards that are needed for that mission. As in Standard Play, set those cards aside face down.

### 12.6.2. Squad Selection

This uses exactly the same rules and procedures as Standard Play. You’ll notice, however, there is no way of knowing what you’re going to be facing when you get down there, nor what Skill you need outside the Base Node Requirement. Make sure you plan accordingly.

### 12.6.3. Resource Selection



This uses exactly the same rules and procedures as Standard Play, however you may also select the new Resource “Light” (See 8.0). This is used to counteract the Sector Special Rules Pitch Black (See 12.2.1.3).

### 12.6.4. Hive Map Creation

Unlike a Standard Play mission, a Hive Mission does not use a 11 x 17 Mission Map. Instead, a Hive Mission is represented by sectors, each unknown until it is uncovered by your Squad as it moves through the tunnels of the Hive. At the beginning of a new Hive Mission, place all the sectors face down to create a stack. During the game you draw random sectors from this stack.

If you are required to “set aside” any sectors during the Entry Point Generation (See 12.6.4.1), shuffle these sectors back into the stack after the Infiltration Zone Generation (See 12.6.4.2).

To create a Hive Mission Map, you first need to generate an Entry Point, the sector your Squad will encounter first. Next, you need an Infiltration Zone, which is the area around your Entry Point your Squad’s Scanners can see.

#### 12.6.4.1. Entry Point Generation

To create a Hive Mission Map, you must first generate the **Entry Point** sector. Draw a random sector. If it contains a Special Node, set it aside and draw another random sector.

If it contains no Special Nodes, this sector becomes the Entry Point sector. Place it on the table and choose one edge of the sector with an open tunnel as the Entry Point. Place the “Squad A” counter next to that tunnel’s opening.

Place Node cards on the appropriate Sector Node spaces using the Standard Play rules for Mission Map generation.

No sectors can be placed adjacent to the Entry Point tunnel.

### 12.6.4.2. Infiltration Zone Generation

After generating the Entry Point, you must generate the **Infiltration Zone**. Randomly draw two additional sectors **with no Special Nodes** and place them on the table using the Standard Play rules for “Placing New Sectors” (See 12.6.5.2).

You can now spend one Intel Resource to draw and place two additional random sectors (including those with a Special Node).

Once you have generated the Infiltration Zone, be sure to shuffle any sectors that were “set aside” (either during Entry Point Generation or Infiltration Zone Generation) into the sector stack.

### 12.6.5. Hive Operations Phase

The Hive Operations Phase happens in exactly the same way as Standard Play, except when your Squad moves along a dotted line.

#### 12.6.5.1. Squad Movement Rule addition

Normally, during Squad movement, you only have three choices. Now there is a fourth. When your Squad moves using a dotted line that leads off the edge of a sector, this means they are exploring a new **Unresolved** sector.



A sector is considered **Unresolved** if the Squad has not visited any Node in the sector (except for the Entry Point sector, which is always considered Resolved).

When a Squad explores a new **Unresolved** sector, you will need to place a new sector and add it to the Hive Mission Map.

#### 12.6.5.2. Placing New Sectors

Follow these steps when placing the new sector:

1. Draw a random sector.
2. Place this sector adjacent to at least one sector that is already on the table so that the new sector’s tunnels correctly line up with any open tunnels of sectors that are already on the table. Use the following sequence to determine the restrictions of placing the new sector:
  - a. If you place the new sector adjacent to a sector where your Squad counter is currently located, the new sector must be placed in its upright position, you may not rotate it.

- b. If you place the new sector at any other location (i.e., a greater distance from your Squad than the distances listed in “a” above), you can rotate the sector in any way that you wish before placing it.
- c. If the new sector cannot be legally placed because open tunnels don't connect correctly, place the sector at the bottom of the sector stack and draw a new one.

If you spend one Intel Resource, you can place two sectors instead of one, using the same procedure.

#### **12.6.5.3. Placing Nodes on Hive Tiles**

When a new sector is placed, populate that sector with Node cards as you would in Standard Play for Mission Map Generation.

***Example:** I place a new sector. It requires two Hive Nodes, and 1 Special Node. Once I've attached the sector to the existing sector as per 12.6.5.2, I then populate the sector with the required Nodes.*

Your Squad still conducts Node Resolution as normal when exploring a new Unresolved sector. They would attempt to resolve the Node that is now connected to the dotted line your Squad used to reveal the new **Unresolved** sector.

Outside these new rules, a Hive Mission is conducted in exactly the same manner as a Standard Play session.

You will continue to take Turns in the Operations Phase until either you Abort the mission, accomplish your objective, or your Squad is eliminated.

Good luck!

## 13.0 Mission Variables

Sometimes, your mission will throw you a curve ball. It could be in the form of an unstable Enemy Race mutation that MilSpec Intel missed, or an enormous nightmare of a creature that you have no choice but to do or die.

These have been dubbed “Mission Variables” and are gathered here as per directive SPc113-X

### 13.1. Fear



Some enemies are so terrifying, or exude some kind of mind altering effect that they induce paralyzing fear in their opponents / victims.

Enemies with the **Fear** Attribute are considered to be exceptionally terrifying: if encountered in combat, your Units must undergo a Morale Check (See 13.1.1) immediately upon being activated in the first Combat Round.

If a Unit fails the Morale Check it is considered **Shaken** (See 13.1.2). If a number is present after the Fear Attribute, as an example Fear(2), this value is used as a negative modifier to the Morale Check.

#### 13.1.1. Morale and morale checks

**Morale** represents the Special Attribute of your Units to keep their cohesion during combat, face the stress of the battle and also confront the most terrifying alien horrors.

Once a specific situation calls for a **Morale Check** pick a RN for each Unit and consult the following table: if the RN falls in the specified range the Unit passed the Morale Check:

- Green Units: 4+
- Regular Units: 3+
- Veteran, Leader: 2+

If a Unit fails a Morale Check it is considered **Shaken**: place a Shaken counter on the Unit as a reminder.

#### 13.1.2. Shaken



A Shaken Unit cannot generate or assign Wounds during the current Combat Round (but can be assigned Wounds).

At the beginning of the next Combat Round, before activating any Units, make a new Morale Check for every Shaken Unit: if the Unit passes the check remove the Shaken counter (you can then Activate the Unit normally), otherwise the Unit stays Shaken until the next check.

**Example:** A Veteran Unit must face a Morale Check against an Enemy with a Fear (1) Attribute. The Veteran Unit needs an RN of 2+ to pass the check: you generate an RN of 4, modified by 1 by the Fear Attribute for a final result of 3; since 3 is greater than 2 the Unit passes the Morale Check.



## 13.2. Mutations



Mutation counters represent the effect of radiations, toxins, Xenoviruses: when the rules state that an Enemy gains a Mutation, after rolling for enemy forces on the EPT, pick a random Mutation counter and place it on one Enemy Unit card. The enemy will benefit/suffer the effects of the Mutation until it's killed.

- Acid Spit: The enemy gains an additional Fire...4 Skill.
- Burning: The enemy attacks gain the Flame Attribute.
- Multi-limb: When Activated in Melee Range, the enemy gains 2 additional AP to the Melee Skill.
- Horns: The enemy gains an additional Melee...4 Skill.
- Horrid: The enemy gains the Fear Attribute.
- Iron Skin: The enemy gains an Armor icon.
- Multi-eyes: When Activated at Fire Range, the enemy gains one additional AP to the Fire Skill.
- Slow: The enemy suffers -1 AP every time it is Activated.
- Speed: When Activated in Melee Range, the enemy gains one additional AP to the Melee Skill.
- Stone Body: The enemy gains an additional Wound.
- Strength: The enemy gains two additional Wounds.
- Toxins: The enemy causes 2 Wounds per SL instead of one.
- Venom: The enemy attack gains a Poison...4 Special Attribute (See 7.5.5).

- Weak Bones: The enemy has a Wound less than standard.
- Unstable: The enemy has TWO mutation. Draw two more Mutation Counters.

## 13.3. Boss Rules

Bosses are special and powerful Enemies, represented by a special tactical Mission Map composed of multiple Zones that must be attacked independently; each Enemy Zone has one or more Skill Levels and is capable of an independent attack.

**ENEMY: ELDER LEVIATHAN** TYPE: -//NO DATA//-

Emerging from the Callus rift, this thing has grown to well over 3 kilometers long, and seems to be feeding on the planet itself.

**C: Charge** - The Beast burrows into the ground, then explodes out in a frontal assault at near Mach 1. Range C is conducted at Melee range but the Elder Leviathan receives +1 AP to each attack it makes.

**Mission 04 AL3** - During encounters outside the Lair, only the Mouth will attack and may be attacked.

RANGE TABLE			
RN	Set	M	F
0-1	F	F	F
2	M	M	F
3-4	C	M	M
5+	C	C	C

**ELDER LEVIATHAN: BODY 3**  
STONE SKIN: ALL DAMAGE IS REDUCED BY HALF ROUNDED DOWN. GRENADE DAMAGE TOTALED SEPERATELY.  
F 5  
M 5

**ELDER LEVIATHAN: MOUTH 2**  
DEADLY: EACH SUCCESS INFLECTS 2 WOUNDS.  
STONE SKIN: ALL DAMAGE IS REDUCED BY HALF ROUNDED DOWN. GRENADE DAMAGE TOTALED SEPERATELY.  
F 5  
M 4

**ELDER LEVIATHAN: TAIL 1**  
STONE SKIN: ALL DAMAGE IS REDUCED BY HALF ROUNDED DOWN. GRENADE DAMAGE TOTALED SEPERATELY.  
F 4  
M 4

Moreover, each Zone has its own Hit Points that must be tracked independently and can have specific abilities. There are two type of Zones:

**Outer Zones** (Areas with a **White** translucent background): can always be attacked by your Units.



**Internal Zones:** (Areas with a **Red** translucent background) can only be attacked when one or more of the connected Outer Zones have been destroyed (reduced to zero HP).



One or more Zones are marked with the “Vital Part” icon and represents a vital area of the enemy: a Boss is eliminated only when all the Zones marked with the “Vital Part” icon are destroyed (even if other non-Vital Zones are still operative).

When you destroy (Reduce to 0 HP) a Vital Part, Place a red Multi-purpose counter over the icon.

### 13.3.1. Boss combat rules

Combat takes place as normal, however the setup and distribution of your Squad is very different when dealing with one of these massive creatures.

Boss combat is resolved not with the Squad as a whole, but with individual Units.

At the start of combat, rather than rolling on an EPT and deploying your Units accordingly, you'll need to gather all the Unit counters corresponding to the Units in your Squad, and place them on the Outer Zones as you see fit. You cannot assign Units to an Internal Zone until you've resolved at least one Outer Zone connected to that Internal Zone

However, these Zones are not the open areas of normal SI:R combat. Instead they may only be engaged by a certain number of your Units at a time. Each Zone has a number in the upper right.



A Zone can only be attacked by a number of Units equal to or less than that number. Units attacking one Zone of a Boss are considered Engaged with this specific Zone. Internal Zones can only be engaged when at least one connected Outer Zone is destroyed (See the following page).

You do not have to assign all your Units.

Specialists can only be assigned if there are no Basic Units available.

Once your Units have been assigned, its time to resolve Combat Rounds for each Zone engaged by your Units.

Treat each Zone as if it were a single Enemy Unit card. The Combat Round is resolved as normal.

Once a Combat Round has been resolved, Unassigned Units can now engage one Zone, while engaged Units can be moved to a different Zone. However once assigned, you may not remove Units from the Enemy Boss Sheet: Once you engage a Boss, its Do or Die.

Damage inflicted by engaged Units is always allocated to the attacked Zone until the Zone is destroyed (reduced to zero HP).

Grenade Damage is always inflicted to a single Zone: i.e. you cannot split the damage between multiple Zones.

Once an Outer Zone is destroyed, the Units can be assigned to an Internal Zone connected to it.

### **13.3.2. Boss activation**

During the Boss's activation, ALL non-destroyed Outer Zones Activate and attack. Internal Zones are Activated only if they are engaged by one or more Units.

Damage inflicted by a Boss Zone is allocated to the Units engaged with this Zone: if no Unit is engaged with the attacking Zone, then the damage will be freely distributed among any Units not currently assigned (not on the Enemy Boss Sheet).

## 14.0 Campaign Play

SI:R Standard Play lets you play individual missions as a Squad with little to no consequence for your actions or the outcome of the mission; Success, Fail, or Abort.

But if you want the full SI:R experience, you need those consequences to matter and for that, you'll need to play a Campaign.

Campaign Play is composed of a series of randomly drawn missions and encounters set against a mini narrative outlined on each Campaign Sheet.

Unlike Standard Play, Campaign Play uses a number of unique components and rules to create a persistent Campaign state, where consequences and actions carry over from mission to mission.

The following rules differ from the Core Rules:

- Units now have a "Status". During play, Units can be "**Ready**", "**Recovering**", or "**Killed**". You can only select Units that are in "**Ready**" state on the Squad Roster.
- You may not purchase Veteran Units. Instead they may be "Promoted" as part of the Campaign Mission Debriefing.
- Once a Unit has been promoted to Veteran rank, it remains a Veteran for the duration of the Campaign. A Veteran Unit ALWAYS costs the same amount as its non-Veteran version

**Example:** When a Flamer Unit is promoted to Veteran Status, you will use the Veteran Flamer card when you bring this unit on a mission, but it will only cost the same as the non-Veteran Flamer when you purchase it.

- Units now Gain Experience Points (XP) after missions, which can be spent to improve the Unit in a number of ways, such as Veteran Status, giving them a Trait, or improving a Skill.
- You now have STRATOP cards that give you special bonuses to Squad creation, or Special Rules during use during the mission itself.
- Units who are killed during a mission are now considered "**OOA**." At the end of a mission, you determine if an incapacitated Unit is capable of recovering or if the Unit is definitely removed from the game (See 14.9). You can replace "Killed" Units using Reinforcement Points.

### 14.1. New Components

Campaigns use a number of components to create a persistent game state in which your Units will gain experience, get promoted, develop unique Traits, and even become incapacitated or die!

To do this, and track your overall progress you'll use the following components:

- Campaign Sheets 14.2

**CD01 - 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 target among genetic, and they ran the show out there. We did our best to try an integrate, but 2 years after second contact, we soon 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	Major Status
0-5	Minor Defeat
6-23	Tactical Victory
24-31	Major Victory
32+	Decisive Victory

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

Deck - A	Deck - B
SD01	SD05
SD02	HD04
HD01	SD06
SD03	HD05
HD02	SD07
HD03	SD08
AL-1 Events x 2	AL-1 Event AL-2 Event

STRATOPs		
Reinforce	<input type="checkbox"/>	Beta Ammo <input type="checkbox"/>
+1 Intel Resource	<input type="checkbox"/>	Plasma Gun <input type="checkbox"/>
+2 Medkit Resources	<input type="checkbox"/>	Plasma Grenades <input type="checkbox"/>
Max Resources = 9	<input type="checkbox"/>	Medical Support <input type="checkbox"/>
+20 Squad Points	<input type="checkbox"/>	+2 Resources <input type="checkbox"/>
Personal Favor	<input type="checkbox"/>	Scout Support <input type="checkbox"/>
New ATV	<input type="checkbox"/>	Platoon HQ Support <input type="checkbox"/>
Mortar Support	<input type="checkbox"/>	Experts <input type="checkbox"/>
FIRE...2/2/3/3	<input type="checkbox"/>	Mines <input type="checkbox"/>
Heavy Battlesuit	<input type="checkbox"/>	

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

END MISSION PROCEDURE
1. Recover Units using Med. Treatment
2. Promote Green Units
3. Score Victory Points
4. Check for Leader Awards
5. Check for Incapacitated Units:
• 1-1 Unit Killed
• 2-4+ Unit requires Med. Treatment
• 3-5+ Unit recovers all wounds

VPs	Condition
0	Mission Successful
1	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 STRATOP Chosen
1	Mission Success by turn 14

- Squad Rosters 14.3

- Mission and Encounter cards 14.4



- STRATOP cards 14.5



These component also make use of counters called for in their respective sections.

## 14.2. Campaign Sheet

Space Infantry: Resurgence includes 6 Campaign Sheets, each containing areas of information used to track your progress. There are two types of Campaign Sheets: Basic and Special.

**Sheet C001 - C004, and C007 are the Basic Campaign Sheets.**

**Sheets C005 and C006 are Special Campaign Sheets that have their own rules sections.**

Each Campaign Sheet includes:

- Campaign Details area, which holds the Campaign Designation, Title, Narrative, and Date,
- Mission Deck area to outline the Mission and Encounter cards needed to build a Mission Deck,
- STRATOP area to track your use of STRAOPs cards,
- Unique Victory Point Tables,
- End Mission Procedure player aid,
- Campaign Log to track your mission progress, as well as displaying the total number of mission to be played in that Campaign.

### 14.2.1. Campaign Details

**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 an 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

This area will give you your narrative motivation and background for the Campaign. It also holds the Campaign Designation and title, which is used to differentiate between the Basic and Special Campaign Sheets.

### 14.2.2. Campaign Log

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

The Campaign Log is the primary way for you to track your progress in a Campaign, and the instructions for how to get your next mission.

The Campaign Log is divided into a series of mission lines, each line representing one mission in the Campaign. The total number of lines is the total number of missions you will have to play to finish a Campaign.

The mission lines contain the instructions for which Mission Deck to draw from (See 14.1.3 and 14.3), an area to record which mission you drew, and notes that could contain special modifiers or rules that apply to that mission, and every mission going forward.

The first area on the line, moving left to right, is the ID. This is where you record which Mission card you've drawn.

**Example:** On mission line 1 on the Campaign Log, you draw Mission card S002. You would then write S002 in the ID area of line 1 to track that.

Each mission line also has an entry for which Mission Deck you will draw from. Some Campaigns will have you create more than one (See 14.1.3), and which one you use can change from mission to mission.

**Example:** On mission line 4 of the above Campaign Log, you would draw a card from Mission Deck A. But on mission line 5, you would draw from Mission Deck B.

Lastly, the Notes area on each mission line indicate any special modifiers, conditions, or rules that are applied to that mission. As you play more and more missions, these Notes will change the difficulty, and even add new components. They can also determine what enemies you'll face during the Campaign or add complications to your plans in the form of more Event cards.

**Example:** On the Campaign Log (left) mission 1's Notes area says ALERT LEVEL = 1. This means that mission 1, and all subsequent missions are played using Alert Level 1. However, on mission 4, the Notes read ALERT LEVEL = 2. This means the Alert Level for mission 4, and all subsequent missions are now played at AL2, overriding mission 1's Notes. Mission 7 changes the Alert Level once again, but it also says "Add one AL3 Event to the Deck."

Looking at the Mission Deck area of mission line 7, it shows "B". So we add 1 AL3 Event card to Deck B.

Each subsequent Notes line overrides any previous line with similar instructions.

### 14.2.3. Mission Decks

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

The Mission Deck area defines which Mission and Encounter cards will be placed in the Mission Decks (usually A and B) of the current Campaign.

### 14.2.4. STRATOPs

**STRATOPs**

Reinforce	<input type="checkbox"/>	Beta Ammo	<input type="checkbox"/>	<input type="checkbox"/>
+1 Intel Resource	<input type="checkbox"/>	Plasma Gun	<input type="checkbox"/>	<input type="checkbox"/>
+2 Medkit Resources	<input type="checkbox"/>	Plasma Grenades	<input type="checkbox"/>	<input type="checkbox"/>
Max Resources = 9	<input type="checkbox"/>	Medical Support	<input type="checkbox"/>	<input type="checkbox"/>
+20 Squad Points	<input type="checkbox"/>	+2 Resources	<input type="checkbox"/>	<input type="checkbox"/>
Personal Favor	<input type="checkbox"/>	Scout Support	<input type="checkbox"/>	<input type="checkbox"/>
New ATV	<input type="checkbox"/>	Platoon HQ Support	<input type="checkbox"/>	<input type="checkbox"/>
Mortar Support FIRE...2/2/3/3	<input type="checkbox"/>	Experts	<input type="checkbox"/>	<input type="checkbox"/>
Heavy Battlesuit	<input type="checkbox"/>	Mines	<input type="checkbox"/>	<input type="checkbox"/>

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

The STRATOPs area of the Campaign Sheet is used to track how many cards have been used / remain in the deck during the course of your Campaign. When a card is played, put a mark in the associated box in the STRATOPs area.

### 14.2.5. End Mission Procedure

**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 requires Med Treatment
  - « 3-6 = Unit recovers all wounds

When you finish a mission, you will need to Conduct a Campaign Mission Debriefing (See 14.14). The End Mission Procedure box will give you a quick rundown of what needs to be done. Reference this once you are familiar with the process to save time on future Campaign mission.

### 14.2.6. Victory Points Gained

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

The Victory Points Table is used to score your effectiveness after a mission.

### 14.2.7. Campaign Victory Table

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

Lastly, once all missions in a Campaign have been completed, you'll need to see how well you did in the Campaign, adding up all your Squad 's Victory Points and using this table, located on the upper right of your Campaign Sheet.

### 14.3. Squad Roster

The **Squad Roster** is used to keep track of your soldiers' Status. The game includes 3 pre-determined Squad Rosters, each one related to different Space Infantry: Resurgence Companies, as well as a blank one for you to make up your own.

J SQUAD 51 <sup>st</sup> Company		SqS 01
<b>LEADER</b>		
Name:	Status:	
Trait:		
Cost:	XP:	
<b>CORE UNITS</b>		
Cost:	XP:	Fire Team A (Status:)
Trait:		
Cost:	XP:	Fire Team B (Status:)
Trait:		
Cost:	XP:	Assault Team A (Status:)
Trait:		
Cost:	XP:	Assault Team B (Status:)
Trait:		
Cost:	XP:	COC (Status:)
Trait:		
<b>SUPPORT UNITS</b>		
Cost:	XP:	Shotgun (Status:)
Trait:		
Cost:	XP:	Sniper (Status:)
Trait:		
Cost:	XP:	Heavy Weapon (Status:)
Trait:		
Cost:	XP:	Zero-G Team A (Status:)
Trait:		
Cost:	XP:	Zero-G Team B (Status:)
Trait:		
<b>VEHICLES</b>		
Cost:	XP:	Pillum (Status:)
Trait:		
<b>51<sup>ST</sup> COMPANY</b>		
The 51st company was the first to deploy during the first contact war. They have been involved in every major incident since then, and as such have been awarded more honors than any other company.		
<b>COMPANY TRAITS</b>		
<input type="checkbox"/>	<b>Bull Strength:</b> This unit has 1 extra wound.	
<input type="checkbox"/>	<b>Eagle Eye:</b> This unit may make one Fire Attack before Combat.	
<input type="checkbox"/>	<b>Deadly Strike:</b> This unit's Melee attack does two damage.	
<input type="checkbox"/>	<b>Parry:</b> Re-roll one enemy Melee attack per combat turn.	
<b>SPACE INFANTRY TRAITS</b>		
<input type="checkbox"/>	<b>Aide-de-camp:</b> Squad Leader gains +1 AP to all Command Skill Checks	
<input type="checkbox"/>	<b>Marksman:</b> This unit gains +1 AP to all Fire Skill Checks.	
<input type="checkbox"/>	<b>Brawler:</b> This unit gains +1 AP to all Melee Skill Checks.	
<input type="checkbox"/>	<b>Runner:</b> This unit gains +2 AP to all Advance Skill Checks.	
<input type="checkbox"/>	<b>Tactician:</b> Modify the Range roll by 1, up or down.	
<b>REINFORCEMENTS</b>		
<input type="checkbox"/>	Green Recruit	
<input type="checkbox"/>	Line Recruit	

### 14.3.1. Unit Area

The Unit Area is where you record the results of your actions on the Units in your company. This area is divided into four Sections (Leader, Core Units, Support Units, and Vehicles). Each Section has a line designated as belonging to a specific Unit.

These units lines are used to keep track of the Units that are available when selecting the Squad members (See 5.8). A Unit line records the Status of the Unit, its current XP, the cost of the Unit, any Traits it has been given or any notable changes to the Unit that have occurred as a result of previous missions

#### 14.3.1.1. Unit States

There are six possible states that a Unit can be in:

- **“Ready”**: The Unit is fully operative and can be selected for the next mission.

- **“Active”**: The Unit is currently on a mission.
- **“OOA”**: A Unit has sustained enough Wounds to be taken out of the fight. They will have to make a check during the Campaign Mission Debriefing (See 14.14) to see if they have been killed, or how well they pull through.
- **“Recovering”**: An OOA Unit passed their check but cannot be selected for the next mission until the Treatment is completed. Units under Treatment become ready at the end of the next mission (See 14.14).
- **“Killed”**: The Unit has been killed in a previous mission; killed Units can only be replaced by using a Strategic Option (See 14.9).
- **“Destroyed”**: a Vehicle has been reduced to 0 Hit / Structure Points during a mission; Destroyed vehicles can only be replaced by using a Strategic Option (See 14.9).

At the start of a new Campaign, all Units are considered to be in “Ready” state.

### 14.3.2. Special Company Rules

51 <sup>ST</sup> COMPANY	
The 51st company was the first to deploy during the first contact war. They have been involved in every major incident since then, and as such have been awarded more honors than any other company.	
<b>COMPANY TRAITS</b>	
<input type="checkbox"/>	<b>Bull Strength:</b> This unit has 1 extra wound.
<input type="checkbox"/>	<b>Eagle Eye:</b> This unit may make one Fire Attack before Combat.
<input type="checkbox"/>	<b>Deadly Strike:</b> This unit's Melee attack does two damage.
<input type="checkbox"/>	<b>Parry:</b> Re-roll one enemy Melee attack per combat turn.
<b>SPACE INFANTRY TRAITS</b>	
<input type="checkbox"/>	<b>Aide-de-camp:</b> Squad Leader gains +1 AP to all Command Skill Checks
<input type="checkbox"/>	<b>Marksman:</b> This unit gains +1 AP to all Fire Skill Checks.
<input type="checkbox"/>	<b>Brawler:</b> This unit gains +1 AP to all Melee Skill Checks.
<input type="checkbox"/>	<b>Runner:</b> This unit gains +2 AP to all Advance Skill Checks.
<input type="checkbox"/>	<b>Tactician:</b> Modify the Range roll by 1, up or down.



The Black area on the right of the Squad Roster box tells you the Special Rules that apply to the Company that your Squad belongs to. These Special Rules normally include benefits in the form of unique Traits that you can assign to a Unit.

### 14.3.2.1. Traits



In the Campaign Play rules, your Units will be able to gain one **Trait**. Traits are unique Traits that characterize a Unit in the Squad.

Some Traits are available to all Units, regardless of which Company the Unit belongs to; other Traits are specific to a certain Company.

Traits can be acquired by spending 3 XP during the Campaign Mission Debriefing (See 14.14).

A Unit can only possess one Trait, and each Trait can only be assigned to one Unit during Campaign Play.

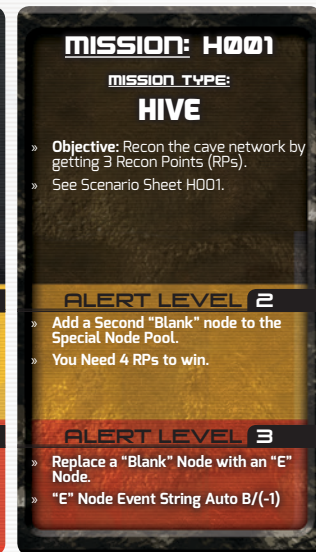
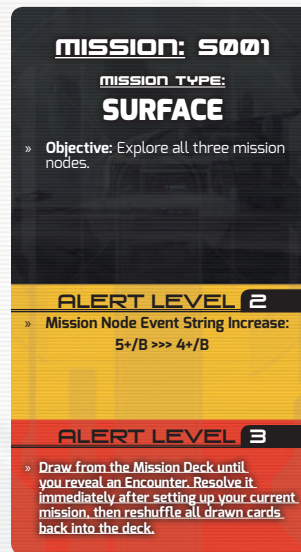
Green Units may not be given a Trait.

## 14.4. Mission and Encounter cards

Mission Decks are created by gathering the required Mission cards listed on the Campaign Log as well as a number of Encounter cards and shuffling them all face down together.

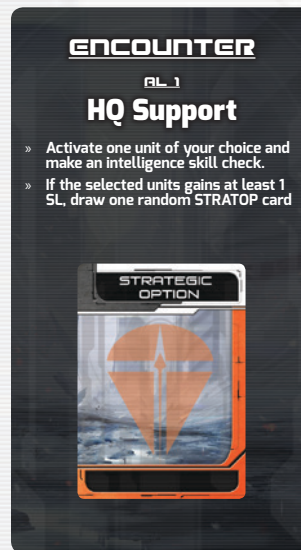
To determine which mission you will perform next, draw one Mission card from the deck (A or B) that is specified in the current row of the Campaign Log. Some mission rows include one or more “Notes” (that are typically related to the Alert Level).

### 14.4.1. Mission cards



Mission cards contain the Mission Code, Type, the Basic Objective, and AL modifiers. When drawn, if the Alert Level is higher than 1, locate the corresponding AL section of the Mission card and apply those effects or modifiers during setup and throughout the mission.

### 14.4.2. Encounter cards

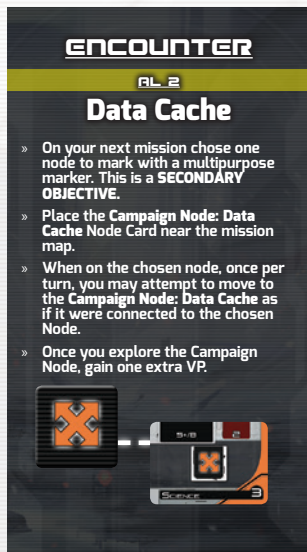


Encounter cards are special inter-mission Campaign cards that break up the mission to mission structure of a Campaign with Random Events like a damaged dropship, or HQ Support. Encounter cards are divided by their AL Level, from 1 to 3. AL2 and 3 Encounter cards have a colored bar behind the AL to

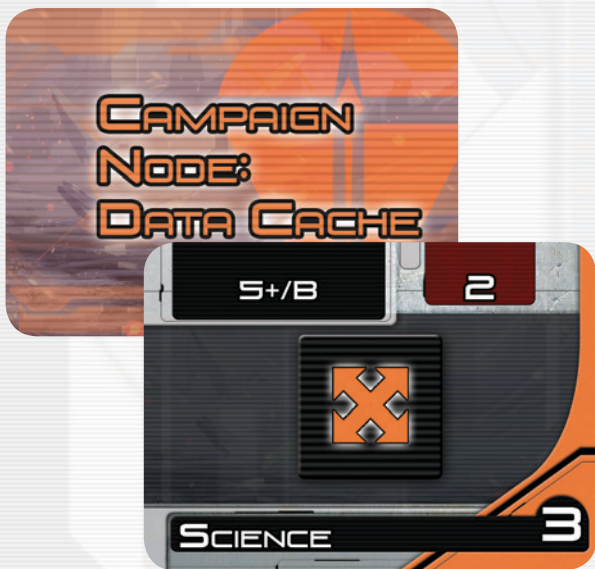
make it easier to pick them out.

#### 14.4.2.1. Secondary Objectives

Some Encounter cards will require you to complete a Secondary Objective on the next mission you draw.



When you draw an Encounter with a Secondary Objective, locate the Campaign Objective Node with the same name.



Place a Secondary Objective counter on one Outdoor or Indoor Node card at least 4 Nodes distance from Start.

Place the Campaign Objective Node near the Node with the Secondary Objective counter. If it does not fit on the Mission Map, place it near the Mission Map.

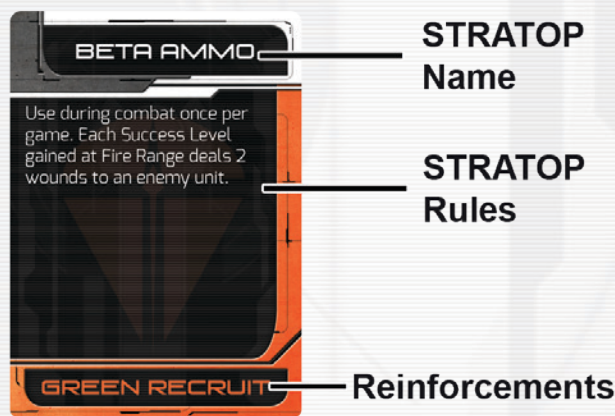
While on a Node card with a Secondary Objective counter you can use the SL gained by the Units to complete the Requirements

of the Secondary Objective (instead of using them for the current card Requirements).

Always roll for the Event on the Node card until triggered, regardless the Event on the current card: once the Secondary Objective Event has been triggered revert to the standard Event Check.

## 14.5. Strategic Option (STRATOP) cards

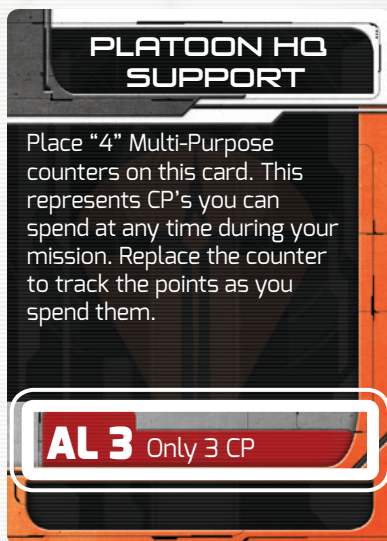
STRATOP cards give your Squad new rules or alter existing rules to give your Squad an advantage on your next mission.



Before the start of each campaign mission, you will draw two STRATOP cards used for both their rules, and to gain a free Reinforcement Point.

Any rules on the card are applied immediately, as are any Reinforcement Points. These Squad Points are not added to your Reinforcement area, and are lost if you are unable to use them.

Some cards may include an Alert Level modification.



If the current Campaign Alert Level is equal to the AL displayed in the red area of the STRATOP card, then the penalty is applied.

**Example:** *The Platoon HQ Coordination STRATOP becomes less effective at AL 3. If the Campaign is currently at Alert Level 3, then you only spend 3 of the 4 counters on the card.*

Here is a list of all STRATOPs cards included with SI:R:

**Reinforcements:** Gain 1 point of Green and Line Reinforcements (See 14.9). These Squad Points are added to your Reinforcement area on the Squad Roster.

**+2 Any Resources:** You can select two additional Resources during Resource Selection (See 5.7). This Special Attribute can only be used before a mission. The maximum number of Resources that you may acquire during the mission remains unchanged.

This Strategic Option can be selected in conjunction with “+1 Intel Resource” or “Max Resources=9.”

**Example:** *Normally at the beginning of a mission you can select up to eight Resources. When you pick the “+2 Any Resources” Strategic Option, you can then select up to*

*ten Resources before the mission. Then, during the mission, you cannot exceed the maximum limit of eight Resources once you have spent the extra two.*

**+1 Intel Resource:** You get one extra Intel during Resource Selection (See 5.9).

The maximum number of Resources during the mission remains unchanged. This Strategic Option can be selected in conjunction with “+2 Any Resources” or “Max Resources=9.”

**Max Resources=9:** The maximum number of Resources during the mission is now increased to nine.

This Strategic Option can be selected in conjunction with “+2 Any Resources” or “+1 Intel Resource.”

**Example:** *If you select “Max Resources=9” and “+1 Intel Resource,” you start the mission with ten Resources (one of them must be Intel). Also, during the mission you are able to gain Resources up to a maximum of nine.*

**+20 Squad Points:** You get 20 additional Squad Points to create your Squad during Squad Selection (See 5.8).

**One Free Specialist:** You can select a Specialist Unit at no cost during Squad Selection (See 5.8).

**Mortar Support:** When at an Outdoor Node at Fire Range (i.e., not inside a building or cavern), you can make an additional attack with the following Skills: Fire (2)(2)(3)(3). Mortar support can only be used once per mission (i.e. one single Combat).

If you decide to spend the Mortar Support during a Combat, you can fire it once per Combat Round if your Squad is at “Fire” range (in other words, if you are in Melee Range, you are too close to leverage the Mortar Support).

Mortar Support cannot be used during Hive Missions or Space Missions.

**Heavy Battlesuit:** Two Units each gain one Armor for the current mission.

**Beta Ammo:** You can use this STRATOP during one single combat in the current mission. When using the Beta Ammo, each SL at Fire Range causes two Wounds instead of one. Rotate the STRATOP card once used as a reminder.

**Experts:** You have 15 additional XP that you can spend using the Standard Play rules (See 14.13.6) to increase the Skill Levels of your Specialists.

**Medical Support:** You can select a Medical Specialist at no cost in the Squad Selection Phase. (See 5.8).

**Medical Supplies:** You get two extra Med-Kits during Resource Selection (See 5.9). The maximum number of Resources during the mission remains unchanged.

This Strategic Option can be selected in conjunction with “+2 Any Resources” or “Max Resources=9.”

**Mines: Not usable in Space missions.** During combat, the first time that the Range is set to Melee the enemy suffers the effect of two Grenades. Rotate the STRATOP card once used as a reminder.

**Pilum Support: Surface missions only.** In the current mission you can use a Pilum ATV (See 9.3).

**Plasma Grenades: Restricted (See 8.1)** You can select Plasma Grenades Resources instead of standard Grenades. Resource Caches will still provide standard Grenades.

**Note:** *This card is normally not available at the beginning of a Campaign.*

**Plasma Gun: Restricted (See 8.1)** One of your Units is now equipped with the experimental Plasma Gun (See the card for the details).

**Note:** *this card is normally not available at the beginning of a Campaign.*

**Platoon Coordination:** This STRATOP provides four Command Points that you can use during the mission at any time.

**Scout Support:** You can place an Event counter on two Nodes with a 5+/A Event String. Those Nodes are considered as Already Explored at the beginning of the mission.

### 14.5.1. Restricted STRATOP cards

Some STRATOP cards are so experimental and valuable that they are not available to even the elite members of the SI. These cards are marked with a red back that states Restricted Access.



**When playing a Campaigns C001, C002, C003, C004, and C006,** these STRATOPs may only be unlocked by spending 3 Intel Resources when playing a Campaign game. This is done during the Draw and Play STRATOP cards step (See 14.8).

***If you are playing the Flesh Eaters Campaign C005, you may only access Restricted STRATOPs if you have completed a mission that allows them to be purchased.***

## 14.6. Campaign Setup

At the beginning of a new Campaign perform the following actions:

1. Select a Campaign Sheet
2. Determine Enemy Race
3. Select one Squad Roster
4. Set the Alert Level
5. Create Mission Deck(s).
6. Create the STRATOPs Deck
7. Get Command Bonus

### 14.6.1. Select a Campaign Sheet

The first thing you'll do to setup your Campaign is to choose one of the 4 basic Campaign Sheets (See 14.1).

Each one chronicles a specific engagement or conflict in the long history of the Space Infantry, from its inception as a tool to ensure colonial rule, through to the multi-purpose strike units deployed behind the lines to conduct hit and fade strikes.

### 14.6.2. Determine Enemy Race

Like Standard Play, you'll need to choose an enemy to fight against. However, unlike Standard Play, you'll be fighting this Enemy Race across all the missions shown on your Campaign Sheet.

Choose an Enemy Race as you would in Standard Play, but then write down your selection in the Notes row on your Campaign Sheet's Campaign Log.

**If the Notes Section of the Campaign Sheet lists an Enemy Faction,** that is the

faction you will be fighting throughout the campaign. Instead of choosing one. This selection remains until the Campaign Finishes, or the Campaign Log Says otherwise.

*Example: On C007, the notes on Mission 1 State Enemy = Dark Faith. This means every mission thereafter you will face the Dark Faith. But on Mission 5, the notes list Enemy = Mercenaries. From Mission 5 on you will face the Mercenaries, etc.*

### 14.6.3. Select a Squad Roster

Next you'll select the Squad Roster. The narrative setup for the chosen Campaign will give you some idea of the forces you'll need, but we suggest picking the one that best suits your play style.

### 14.6.4. Set the Alert Level

The Alert Level (hereafter "AL") is a number from 1 to 3 that represents the overall awareness of the enemy. At the beginning of a Campaign, the AL is set to "1." The AL gradually increases during the Campaign when you reach specific Squad Points in the Campaign Log.

Effect of the Alert Level:

- Mission cards normally include AL-specific modifiers like additional Requirements or new constraints.
- STRATOP cards can include AL-specific modifiers, for example reducing the number of available Resources.
- Enemy cards can also include AL-specific modifiers.

### 14.6.5. Create Mission Deck(s)

Locate all the Mission card and Encounter cards listed in the Mission Deck area of your Campaign Sheet and assemble each required deck.

### 14.6.6. Create the STRATOP Deck

Gather all non-Restricted Access STRATOPs cards, and shuffle them face down into a deck.

### 14.6.7. Get Command Bonus

Draw two cards from the STRATOPs deck and add 1 Green and Line Reinforcement Point in your Reinforcement area (See 14.9).

## 14.7. Campaign Turn

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1. Mission Selection
2. Draw and Play STRATOP cards
3. Spend Reinforcement Points
4. Squad Selection
5. Resource Selection
6. Operations Phase
7. Campaign Mission Debriefing

## 14.8. Mission Selection

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Check the first empty row in the Campaign Log. The “Deck” column identifies which missions Deck you should use to draw the next Mission card: draw a Mission card from the deck and then pick the corresponding Mission Sheet. Keep the Mission card near the Mission Sheet as a reminder of the (possible) modifiers to the mission due to the Alert Level (See 14.5.4).

**Example:** *You are starting a new Campaign and row #1 in the Campaign Log is empty; the column “Deck” for row #1 contains an “A,” so you must draw a card from the Mission Deck A.*

*You draw the first card: is “Mission S003”, so this will be your next assignment.*

*Take the Mission Sheet of Mission S003. Since the AL is currently 1 (the Campaign has just started) there are no modifiers to the mission.*

The “Notes” column can include some Special Rules and/ or conditions for the current mission.

This information supersedes any standard rule. Normally the notes modify the Alert Level of the mission, or specify a single Enemy Race you will face throughout the Campaign.

### 14.8.1. Reattempting an Aborted Mission

You can only reattempt an Aborted mission once, and it must be the most recent mission that you just finished. If you attempt a different mission after Aborting the current one, you cannot ever reattempt the Aborted mission.

If you want to reattempt an Aborted mission, you don’t have to draw a new Mission card; instead, you simply replay the mission that you just Aborted (i.e., you do not need to edit the Campaign Log). When reattempting an Aborted mission, you don’t get any Strategic Options.

## 14.9. Draw and Play STRATOPs cards

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After determining the next mission, you can draw two new STRATOP cards (Remember: you always start a Campaign with two STRATOP cards), and then choose and play up to two STRATOPs cards from your hand.

Keep the played STRATOP cards near the Mission Sheet as a reminder.

A STRATOP card provides a unique set of bonuses for the mission, and also counts as 1 Reinforcement Point of the indicated Reinforcement type, Green or Line. (See 14.9).

These Squad Points however are not added to your Reinforcement Pool, but instead must be used immediately, or are lost.

STRATOP cards played will be discarded at the end of the mission and will no longer be available for the rest of the current Campaign.

## 14.10. Spend Reinforcement Points

As your Campaign progresses, it is inevitable that you'll sustain losses. When a Unit is "Killed" during Campaign Mission Debriefing (See 14.14), the only way to get that option back is to use a Reinforcement Point.

As shown on your Squad Roster, Reinforcement Points come in two type: Green and Line. Green Reinforcement Points are Units fresh off the transport and are not as good as seasoned Line Reinforcements.

To spend a Reinforcement Point, subtract it from the lower right hand area on your Squad Roster, then immediately change the Status of one "Killed" Unit to "Ready"

### 14.10.1. Green Reinforcement Points

If you spend a Green Reinforcement Point, use the following rules for that Unit.

- Write "Green" in the Unit's Trait line. A Green Unit may never be given a Trait.
- A Unit marked as "Green" takes a "-1" modifier on every Skill Check (during a mission, place the green "-1 AP" counter on the Unit card as a reminder).
- Once a Green Unit completes a mission, erase that title from that Unit's Trait line. They now function as normal.

**Note:** Remember, at the beginning of the Campaign you also receive one Green and one Line Recruit: those recruits are always available to replace dead Units.

## 14.11. Squad Selection

The Squad Selection process during Campaigns is very similar to the process during Standard Play (See 5.8), but there is two major changes: you may only select Units listed on your Squad Roster, and of those Units, you can only select Basic Units (including the Pilum ATV) with "Ready" Status on their entry. Units who are under medical Treatment (Recovering Status) or dead (Killed Status) cannot be selected.

Specialist Units are always available. You can freely select one or more Specialists during Squad Selection, according to the Standard Play Rules.

You don't need to keep track of Specialists in the Squad Roster since they are always available and cannot be improved in the Campaign game.

Finally, each Unit you choose to take with you on a mission is marked as "Active" on the Squad Roster. This is so when you go through your mission debriefing later, you know which Units you used on the mission.

If you're going to form your own Company, you'll need to fill in all the available Units your Company can field. Then, when you come to choose your Squad, you know the selection you're working with.

## 14.12. Resource Selection

This step functions exactly as the Standard Play Resource Selection (See 5.9)

## 14.13. Campaign Turn Operations Phase

This works exactly like the Standard Play Operations Phase, except you will note on your Squad Roster if any of your Units are killed in combat. This is because they won't actually be dead until you move to the Campaign Mission Debriefing.

If a Unit takes a number of Wounds equal to their Hit Points, they are still removed from play, but they are marked as Out of Action, or “OOA” on the Squad Roster. They won’t actually die until the medics can have a look at them.

Vehicles, however, don’t have that option. If your Pilum or A.P.E.R. Tank gets destroyed during a mission, they are gone forever.

There’s no chance to recover them during a Campaign Mission Debriefing.

The other side of that is, as long as it has even one Hit Point left, it will be available for the next mission fully repaired and ready.

## **14.14. Campaign Mission Debriefing**

Once a mission is complete, its time to debrief your Squad and tend to your Wounded. You’ll also gain back any Units that were gravely Wounded in previous missions.

A Campaign Mission Debriefing is conducted using the following steps:

1. Recover any Units under Medical Treatment
2. Promote Green Units
3. Medical Treatment
4. Score Victory Squad Points
5. Calculate XP
6. Spend XP

### **14.14.1. Recover any Units under Medical Treatment.**

Before you can deal with the fallout of your mission, you need to see to those already recovering from their last mission. If any Squad members have “Recovering” in their Status space, you may change them to “Ready” again as they are discharged back to active duty.

### **14.14.2. Promote Green Units**

Any Units that have “Green” in their Traits line, that have just returned from a mission, may be promoted to a “Line” Unit. This means erasing the “Green” entry in the Unit’s Trait line.

They no longer have any negative modifiers and may be selected as normal Units.

### **14.14.3. Medical Treatment**

Now its time to deal with the fallout of your last mission. As stated previously (See 14.12), any Units that were removed from play during the Operations Phase as a result of taking a number of Wounds equal to its Hit Points, are marked as “OOA”.

During this step of the debriefing, its time to see whether or not their Wounds were lethal or if they manage to pull through.

For each Unit marked as OOA on their Status line, roll an RN and consult the following results:

- **1 or less:** The Unit is killed. Write “Killed” in the Unit’s Status area on the Squad Roster.
- **2–4:** The Unit requires medical Treatment. Write “Recovering” in the Unit’s Status on the Squad Roster.
- **5–6:** The Unit recovers quickly from its Wounds. Mark the Unit’s Status as “Ready” on the Squad Roster.

Any other surviving Units from the mission are marked as “Ready” again, changing their Status from Active.

#### **14.14.3.1. Killed Units**

If a Unit is marked as Killed, then you may not take that Unit on any mission until you spend a Reinforcement Point to fill that role.

You must also remove any traits assigned to that Unit, and erase any Veteran rank



achieved through XP. Losing a Unit that you've spent time and XP on hurts!

#### 14.14.4. Score Victory Points

When completing a mission as part of a Campaign, you'll need to evaluate how well you've done. In Space Infantry: Resurgence, this is done by counting Victory Points.

Actions you take during a mission will either gain or lose you Victory Points, which must then be totaled, using the chart below.

ACTION	VPs
Successfully Complete a mission	+3
Successfully Complete a previously Aborted mission	+2
Abort a mission (NO other VPs may be gained)	+1
Mission Failed (Reached Turn 0 / Failed Re-attempt)	-1
Mission Failed (Reached Turn 0 / All Units Killed / Failed Re-attempt)	-3
10 unspent Squad Points	+1
Every 2 Unspent Resources remaining at mission end	+1
Only 1 STRATOP card chosen for the mission	+1
No STRATOP card chosen for the mission	+2
Successfully Complete a mission before Turn 14	+1

At the end of each mission, determine how many VP you accumulated during the mission by applying all positive and negative modifiers to the total VP. Write the final number on the Campaign Log (under the Notes column of the current row).

**Example:** You just completed the first mission of the "Jovvian War Prelude" Campaign on Turn 11. You used 90 Squad Points (instead of 110) and one Strategic Option. The correct VP calculation is as follows: 3 VPs (Successfully completed the mission) + 2

VPs (20 unspent Squad Points) + 1 VP (one Strategic Option) = 6 VPs.

If you Aborted the last mission, you only gain 1 VP (as marked on the Campaign Log). No more VP can be gained for an Aborted mission. If you failed the mission, you actually lose 1 VP. No VP can be gained for a failed mission.

**Example:** You just failed the first mission of the "Jovvian War Prelude" Campaign. You used one Strategic Option.

The correct VP calculation is as follows: -1 VP (mission failed); the 1 VP bonus for using only one Strategic Option is not considered in this case because the mission has failed.

When you reattempt an Aborted mission, you can gain only 2 VPs (instead of 3) if the mission is next completed successfully. Any other result (an Abort or an outright failure) is considered a failure, and you lose 1 VP. Near to the first result, write the amount of VP that you gained or lost for the reattempt.

**Example:** You Aborted the second mission in the "Jovvian War Prelude" Campaign. You used 100 Squad Points (instead of 110). You only gain 1 VP (you don't get the Squad Points bonus).

You decide to reattempt the mission. You use 100 Squad Points (instead of 110) and you successfully complete the mission! The correct VP calculation is as follows: 2 VPs (successful reattempt of an Aborted mission) + 1 VP (10 unspent Squad Points) = 3 VPs.

Final score for this mission: 1 VP (first attempt) + 3 VPs (second attempt) = 4 VPs.

When you finish playing the final mission of a Campaign (you wrote on the last row of the Campaign Log), add all VPs that you have accumulated over the course of the Campaign.

Now determine which Victory Level you attained by consulting the Victory Level Table on the Campaign Log.

**14.14.5. Calculate XP**

As your Units complete missions, they'll accumulate experience in the form of Experience Points, or "XP". They can spend those XP to gain special Traits.

***Note:** Green Units may not gain XP from a completed mission. If they were just promoted, they do not gain XP from the mission they just completed.*

Each non-Green Unit that survived the mission receives 3 XP. Write this down in each Units XP Area.

In addition, if the mission was successfully completed, you gain 1 XP to give to one surviving Unit. You may only give this 1 XP to one Unit.

**14.14.6. Spend XP**

Once you've assigned your XP, and any bonus XP, you can spend any amount of it on three things:

- You may spend 3 XP to promote a Regular Basic Unit to Veteran rank.  
Promoting a Unit to Veteran Status means you only pay the Squad Point cost for a basic version of the Unit, but you use the Veteran Unit card of that Unit.
- You can spend 3 XP to purchase a Trait (See14.2.3)  
A Unit may only be given one Trait. This Trait is permanent and is only erased if the Unit is marked as "Killed"
- XP can be used to increase a Unit's Attributes using the following table:

Current Skill Level	Next Skill Level	XP Required
6	5	3
5	4	5
4	3	9
3	2	15

If you improve a Skill, mark it in the Traits line on the Squad Roster and place an orange Skill Level counter of the appropriate number on the Unit's card.

**14.14.7. Biome Cards in Campaign Play**

During Mission Debriefing, if you used Biome Cards on a Completed Mission, check the bottom of the associated Planet Card. Apply the reward there immediately.

## 15.0 Campaign Play Example

Now that you've read this far, its time to try the full **Space Infantry: Resurgence** experience. Campaign Play offers persistent consequences and rewards for good preparation, strategy, and tactics. It can also punish you severely for a lack of any of those. Or just plain bad luck.

To help you come to grips with all that information, lets walk through setting up a Campaign Play game and the first Turn. Remember, one "Turn" of a Campaign will involve a full mission and its aftermath, so buckle up!

We recommend you follow along with all the components and situations we describe. Setting up a Campaign Play game in SI:R uses the following sequence:

1. Select a Campaign Sheet
2. Determine Enemy Race
3. Select one Squad Roster
4. Set the Alert Level
5. Create Mission Deck(s).
6. Create the STRATOPs Deck
7. Get Command Bonus

Once that's done, a Turn of a Campaign game follows this sequence:

1. Mission Selection
2. Draw and Play STRATOP cards
3. Spend Reinforcement Points
4. Squad Selection
5. Resource Selection
6. Operations Phase
7. Campaign Mission Debriefing

A Campaign Turn functions nearly identical to a full session of Standard Play, so that will be covered briefly. But now, lets get into how to set up a Campaign Play session. I say session, because a Campaign Play game is designed to be played over multiple sessions rather than all at once, as that would take a very long time.

### 15.1. Campaign Setup

#### 15.1.1. Select a Campaign Sheet (14.5.1)

The first thing I do, is take a deep breath and then I select the Campaign Sheet that will govern my entire Campaign Play game.

It's my first time playing a Campaign, so I'll select sheet C001. This is the easiest to handle and the fastest to setup.

I'll come back to the Campaign Sheet once I have the rest of the components I need.

#### 15.1.2. Determine Enemy Race (14.5.2)

Unless your Campaign Sheet specifies the Enemy Race you should use for the Campaign, select an Enemy Race to use throughout the Campaign. Use the same rules as Standard Play (See 5.7)

#### 15.1.3. Select a Squad Roster (14.5.3)

Squad Rosters are designed to give you a per-selected force that you can pick a Squad from. I like playing without much finesse, so I'm going to select the Squad Roster for J Squad, 51st Company. Its designed to work both in space and on the ground, with Company Traits designed to make my Units hit harder in combat.

To finish out my selection, I'm going to name my Leader Jannassary James, because I'm a fan of the name, and I'm going to list all the Units on the sheet as "Ready"

**15.1.4. Set Alert Level to 1 (14.5.4)**

In a Campaign, ALs will not only affect what kind of Nodes you add to your Node decks, it makes each mission harder by adding new rules or objectives.

Each Mission card will have a separate entry for each Alert Level..

Thankfully, each Campaign starts at AL1, it will increase as I make more noise, and the Enemy Race responds in kind.

**15.1.5. Create Mission Deck (14.5.5)**

Next I need to make the Mission Deck for my Campaign. I look at the "Mission Deck" section of my Campaign Sheet, and see that I'll need 2 decks, each one comprised of the cards shown in that column.

I'll start by building Deck "A". I locate Mission cards S001 - 003 and H001-003, and put them together to form a deck. I also randomly choose 2 AL1 Event cards and add them to the deck. This finished Deck "A" construction, so I'll shuffle it all together, and put it aside.

Next I'll construct Deck "B" in the same way. I get Mission cards H004-005, S005-008, one AL1 Event, and one AL2 Event, and shuffle them all together to form Deck "B". That's all I need for my Mission Decks, next I need my STRATOPs.

**15.1.6. Create STRATOP deck (14.5.6)**

I'll need to gather my support from Command, in the form of my STRATOP cards. I get all of the non-Restricted Access cards, shuffle them, and place the deck face down near me.

**15.1.7. Gain Command Bonus (14.5.7)**

Thankfully, there's no shortage of recruits with all the unrest creating opportunities for MilSpecOps to "indoctrinate" more missing soldiers.

I add a point to each Recruit type on my Campaign sheet, 1 Green and 1 Line.

Next, being part of an elite task force means I have access to special materials and Resources at all time. At the START of a Campaign, I draw two cards off the top of the STRATOP deck.

I get the +1 Intel and a Heavy Battlesuit! I mark them down in the STRATOPs section of my Campaign Sheet, so I know that the next time I play this Campaign, I need to remove these two cards from the deck before I draw any more.

Remember, this only happens once though, from now on, the only STRATOP cards I'll get will be at the start of actual missions.

**15.2. Campaign Play Turn 1**

Now that I've setup my Campaign, I'm going to take a couple Turns. Each Turn is going to be an entire mission of Standard Play, and then recording the consequences of my actions afterwards before moving on to another mission. Each Turn in a Campaign uses the following sequence:

1. Mission Selection, Map Creation, Timer Setup
2. Draw and Play STRATOP cards
3. Spend Reinforcement Points
4. Squad Selection
5. Resource Selection
6. Operations Phase
7. Campaign Mission Debriefing

That sequence is very similar to the Standard Play sequence, but with a few key differences. But I'll learn as I go on, so let's continue.

**15.2.1. Mission Selection (14.7)**

During Standard Play, I'd gather all the Mission cards and choose one at random.

But now, I have Mission Decks and a Campaign Sheet that will tell me where I'm going in the narrative.

The Campaign Sheet tells me I'm at the forefront of a potential Second Interstellar war.

To get my first mission, I look at the Campaign Log and I see it has 8 rows, meaning I'm going to be playing 8 missions back to back, barring any Random Events that take place. Not too bad.

I look at row 1 of the Campaign Log, which will be Mission One shortly, and see which Mission Deck I use.

The Mission Deck column reads "A", so I draw a card off the top of Mission Deck "A".

I've drawn mission S002. I'll note that down in the ID column for Mission One in the Campaign Log.

The Notes of Mission One say Alert Level 1, so until something happens to change that, my original choice of setting the Alert Level to 1 stays. I look at the AL 1 entry on the Mission card and the Objective is the same as what's printed on the Mission Sheet, so I'll use that.

From here, I setup the Mission Map exactly like I did in Standard Play (See 5.5). Once that's done, I'll get my Turn Record Track card out and set it up exactly like Standard Play.

**15.2.2. Draw and Play STRATOP cards (14.8)**

Each mission allows Command to requisition more "Toys" for me, in the form of STRATOP cards. I draw two more off the top and add them to the hand of two I started the Campaign with in 15.1.6.

Now I have the following hand of STRATOPs:

- +1 Intel
- Heavy Battlesuit
- Medical Support
- Scout Support

I mark down the two new cards in the STRATOP section, checking a box per card next to it's entry.

This is the only time in a mission that I can spend a STRATOP card, but since its only the first mission, I'm only going to spend the +1 Intel.

I take 1 Intel Resource counters and put it on the Squad Resource section of the Turn Record Track card.

**15.2.3. Spend Reinforcement Points (14.9)**

As I play these missions, its inevitable that I'll lose people. The SI was chartered to take on the most deadly threats known and unknown after-all.

If have lost members of my Squad, I will be unable to replace them until I spend Reinforcement Points, either to recruit a Green SI member, or a Line SI member. Thankfully, I won't have to consider this just yet.

If I were REALLY in a tight spot, I could spend some of my STRATOPs to requisition new SI members direct from other systems, but those cards are a limited Resource so I only want to do that as a last resort.

**15.2.4. Squad Selection (14.10)**

And finally we're to the part I enjoy most, choosing my Squad. J Squad is comprised of 12 members, each a viable selection. It lacks the specialization of the Flamer but that's okay.

I have 110 Squad Points to spend, so I chose the following since its familiar:

- Squad Leader (mandatory, 0 Squad Points)
- Fire Team A (20 Points)
- Fire Team B (20 Points)
- Assault Team B (20 Points)
- Heavy Weapons (30 Points)

For a total of 90 Squad Points: I've got (110 - 90 = 20) 20 Squad Points left, enough for two Specialists (orange background).

Looking over the Nodes, I'm going to go with my previous Specialists:

- Scientist (10 Points)
- Demolitions (10 Points)

I gather the appropriate Unit cards and place them near the Mission Map, and finally mark all the Status lines of my chosen Basic Units as "Active" So I know which ones I chose when it comes to the Campaign Mission Debriefing.

#### **15.2.5. Resource Selection (5.9 / 14.12)**

This works exactly like it does in Standard Play. I can take up to 8 Resources with me on the mission. However, since I played the STRATOP to give me an extra Intel Resource, so I'll actually start the mission with 9 Resources.

This doesn't mean I can hit a Resource Cache and fill my Resources back up to 9 however. I can only ever take 8 Resources, or recover BACK UP to 8 during my mission.

#### **15.2.6. Operations Phase (6.0 / 14.13)**

The Operations Phase during a Campaign Play mission is exactly like the Operations Phase from Standard Play. If you want a detailed example of play, refer to that walk through (See 15.0).

I do however need to keep track of my actions and results from the mission in order to measure my success, and generate con-

sequences for my actions that will affect the rest of my Campaign. The mission broke down like this:

- I completed the mission on Turn 28
- My Fire Team A was marked OOA
- My Sniper was marked OOA
- My Heavy Weapons was marked OOA
- I only spent 4 of my 9 Resources
- I only spent 1 STRATOP at the start of the mission

These Events are important as I'll need them to both get Victory Squad Points for the Campaign, and to see if anyone actually dies. All of that happens in the Campaign Mission Debriefing.

### **15.3. Campaign Play Turn 1 Debriefing**

What makes a Campaign most compelling are the lasting consequences that carry over from mission to mission and haunt your mind afterward. I can attest, that latter is true. These consequences are determined in the Campaign Mission Debriefing.

A debriefing is conducted using the following steps:

1. Recover any Units under Medical Treatment
2. Promote Green Units
3. Medical Treatment
4. Score Victory Squad Points
5. Calculate XP
6. Spend XP

#### **15.3.1. Recovering Units and Promoting Units (14.13.1 / 14.13.2)**

Since its my first mission, everyone that was left behind is still "Ready", and none of them are "Green", so I can move on to dealing

with the Units that were marked OOA during the mission.

### 15.3.2. Medical Treatment (14.13.3)

I have three Units marked as OOA. I roll an RN, and check the result against the outcomes in 14.13.3. Here are the RNs for each Unit and the results:

- Fire Team A: “5” The Unit recovers quickly! I write “Ready” in the Status area of Fire Team A
- Fire Team B: “4” The Unit was not so lucky. They don’t fully recover and are marked as “Recovering” in their Status area. They’ll be unavailable next mission.
- Heavy Weapons: “1” Uh oh. That’s not good. This Unit has died. I have to mark it as “Killed” on the Squad Roster and I can no longer select it until it gets replaced by spending a Reinforcement Point.

All other surviving Units are marked as “Ready” in their Status area, able to be used next mission.

### 15.3.3. Score Victory Points (14.13.4)

It’s not all bad news though. I was able to complete the mission successfully, and I did it while meeting some other bonus Requirements. For my efforts this is how many Victory Squad Points I score:

- I completed the mission on Turn 28: I score 3 VPs
- I only spent 4 of my 9 Resources: I score 1 VP for every TWO remaining Resources, so that’s a total of 2 VPs
- I only spent 1 STRATOP at the start of the mission: I score 1 VP for this.

In total, that gives me 6 VPs for this mission. I record this in the Campaign Log area of the Campaign Sheet. I’ll total it all up once I’ve completed all 8 missions.

### 15.3.4. Calculate XP (14.13.5)

Now I get to distribute XP for everyone who survived the mission. I write “3” in the XP area for both surviving Fire Teams (even the incapacitated one. They are alive to learn from the experience), my Assault Team B, and my Squad Leader. My Specialists don’t get the benefit of XP since they don’t have an area for it on the sheet.

Since the mission was a success, I have 1 more XP to assign. I’ll give it to my Squad Leader because I want to increase my Command Skill in the future. According to the table, I’d need 15 XP to increase the Skill Level from a “4” to a “3” so it may take a while.

### 15.3.5. Spend XP (14.14.6)

Now I get to choose if and how I spend that XP. I want to increase the health of my Assault Team, so I’ll spend the 3 XP I assigned to it to give it the “Bull Strength” Company Trait.

I can only assign this Trait once, but I think it will be worth it going forward. I mark it off of the list, and write it on the Traits line of my Assault Team B. Next I’ll get the matching Trait counter and place it near the Unit’s entry for use on its card as a reminder. Lastly I erase the “3” from the Unit’s XP area so I know it’s no longer available going forward.

I’m also going to promote my “Ready” Fire Team to Veteran Status. I erase the “3” from the Unit’s XP area so I know it’s no longer available going forward, and write “Veteran” in the Trait line of Fire Team A.

## 15.4. Campaign Play Turn 2

It’s time to move on to the next Turn. Much of Campaign Play happens in the time before and after the Operations Phase. Since I’ve been tracking it all on my Campaign and Squad Sheets, I can put it away at any time, but I’ve got enough time for one more I think.

I follow the same steps for a Campaign turn as before:

1. Mission Selection, Map Creation, Timer Setup
2. Draw and Play STRATOP cards
3. Spend Reinforcement Points
4. Squad Selection
5. Resource Selection
6. Operations Phase
7. Campaign Mission Debriefing

**15.4.1. Mission Selection (14.7)**

Looking at the Campaign Log, Mission Two still uses Mission Deck “A”, so I’ll draw the top card from that deck.

Turns out fate plays a role as well as Command. It’s an Encounter card: HQ Support! Apparently Command has been trying to get a message to the Squad Leader and we just received it over secure comm link.

I have to resolve the Encounter before moving on to an actual mission. The Encounter wants me to make an Intelligence Skill Check with one of the Units on my Squad Roster. The only Unit with an Intelligence Skill is my Squad Leader, who also happens to be “Ready”.

I roll an RN, “4”. That’s one SL! I get to draw a STRATOP card immediately, and it’s another Heavy Battlesuit.

I mark it off on the STRATOP area of the Campaign Sheet and draw the next Mission card off the top of Mission Deck “A”.

This time, it’s mission S001. The Alert Level won’t change until Mission Four, so I continue to use the AL 1 area of the Mission card.

I’ll note the mission down in the ID column for Mission Two on the Campaign Log and setup the Mission Map (See 5.5).

Once that’s done, I’ll get my Turn Record Track card out and set it up exactly like Standard Play.

**15.4.2. Draw and Play STRATOP cards (14.8)**

Now I get to draw two more STRATOP cards into my hand. I draw:

- +20 Squad Points
- New ATV

Adding these to my hand, I now have:

- +20 Squad Points
- New ATV
- Heavy Battlesuit
- Heavy Battlesuit
- Medical Support
- Scout Support

I got the second Heavy Battlesuit from my Encounter card, but I’ve already spent my +1 Intel.

Now it’s time to spend two of them, and given how poorly things went in my last mission, I’m going to spend the full amount. I use 1 Heavy Battlesuit card, and the Scout Support card.

Put two Multi-purpose counters on the Heavy Battlesuit card, and I place a Multi-purpose counter and Event counter on two of the Nodes on the Mission Map that have the Event String of 5+/A. That should make things easier.

**15.4.3. Spend Reinforcement Points (14.9)**

Now comes the unfortunate truth. My Heavy Weapons Squad was downed in the last mission and I was unable to save them. If I want to include a Heavy Weapons Unit on



this mission, I'll need to reinforce from my available pool.

Right now, I have 1 Green Point in the Reinforcement area, 1 Green Point available from my "Scout Support STRATOP card, and one "Line" Point in my Reinforcement area.

If I use a Green Point, that Unit will have penalties to its use until survives a mission. I don't want my heavy hitting Unit to have penalties, so I spend my 1 Line Point from the Reinforcement area on my Squad Roster, and I mark the Heavy Weapons Unit as "Ready".

I remove the point from my Reinforcement pool and since I used a "Line" Reinforcement Point, this Unit suffers no penalties in missions if I select it for use.

#### 15.4.4. Squad Selection (14.10)

Now its time to pick the Squad for Mission Two. I promoted one Unit in the previous debriefing, and gave another a Trait. I'll take those two, as well as taking another Assault Team, and a Heavy Weapons Squad.

The final Squad selection:

- Squad Leader (mandatory, 0 Squad Points)
- Fire Team A (20 Points)
- Assault Team A (20 Points)
- Assault Team B (20 Points)
- Heavy Weapons (30 Points)

My other Fire Team is currently marked as "Recovering", so I was unable to bring them along, but everyone else was Ready and able to be selected for a total of 90 Squad Points. I've got  $(110 - 90 = 20)$  20 Squad Points left, enough for two Specialists (orange background).

Looking over the Nodes, I'm going to go with my previous Specialists again:

- Scientist (10 Points)
- Demolitions (10 Points)

When I gather my Unit cards, I remember to take the "Veteran" version of Fire Team A Unit because I promoted them in the Debriefing of last mission. This, the Trait on my Assault Team B, my Heavy Battlesuit STRATOP and two Nodes already resolved with Events, should make this mission easy. It should be, shouldn't it...

#### 15.4.5. Resource Selection (14.11)

Since Resources don't carry over, I select 8 new Resources to take with me. I don't get the extra Intel Resource from last mission, so I'll only have 8 Resources total going into the mission. Once that's done, its time to get this show on the road.

#### 15.4.6. Operations Phase (14.12)

Well... in the true fashion of **Space Infantry: Resurgence**, that did not go according to plan. I ended up using all of my Resources, one of my two uses of the Heavy Battlesuit STRATOP card and I STILL had to remove a Unit from play.

The mission broke down like this:

- I completed the mission on Turn 16
- My Fire Team B was marked OOA

I didn't manage to fulfill any other Victory Point conditions; I used all of my Resources, I played both STRATOPs, I finished on Turn 16 and I definitely spent all of my Squad Points. The mission, at least, was a success. I just hope I don't lose that Fire Team. It's a Veteran team and punches above its cost now.

Since I only used one counter from my Heavy Battlesuit, that stays in effect for next mission.

## 15.5. Campaign Play Turn 2 Debriefing

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Lets see how things work out in this debriefing. As before, I use the following steps:

1. Recover any Units under Medical Treatment
2. Promote Green Units
3. Medical Treatment
4. Score Victory Squad Points
5. Calculate XP
6. Spend XP

### 15.5.1. Recovering Units (14.13.1)

Some good news first! The Fire Team that was marked as “Recovering” last Turn is now marked “Ready” and may be used during the next mission. Since they have 3 XP right now, that’s a valuable Turn of Events.

### 15.5.2. Promoting Green Units (14.13.2)

Since I chose to spend a “Line” Reinforcement Point during the beginning of this Turn, I don’t need to promote the Heavy Weapons Unit to remove its “Green” Trait. Next time though I won’t be so lucky unless I spend a STRATOP card when I don’t need to, or I get extremely lucky.

### 15.5.3. Medical Treatment (14.13.3)

Now lets see if that Veteran Fire Team makes it through this alive.

- Fire Team A: “3” The Unit barely makes a recovery, but won’t be available next Turn. Not good, but not bad either. I write “Recovering” in the Status area of Fire Team A.

### 15.5.4. Score Victory Points (14.13.4)

This Turn didn’t go nearly as well on the VP front. I completed the mission on Turn 16, so I score 3 VPs, but that’s it. I add it to the previous 6 for a total of 9 on my Campaign

Sheet. Looking at the Victory Point Chart at the top right though, if I keep going like this, I’m going to need to take some major risks to make up ground.

### 15.5.5. Calculate XP (14.13.5)

As before, all my surviving Units from the mission get 3 XP. The mission was a success, so I get one additional XP to assign.

I’m going to give it to my Squad Leader again, continuing to save it for that Skill Level Increase. The Squad Leader now has a total of 8 XP.

My Veterans have a total of 3, having spent the last 3 to promote them. Both Assault Teams have 3, and my Heavy Weapons have 3.

### 15.5.6. Spend XP (14.14.6)

I decide I’m going to hold on to that XP, I want to start increasing the Skills of my Units down the road and I have more than enough STRATOPs to make up the difference.

## 15.6. Finishing the Campaign Play Session

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Finishing the Campaign will take 6 more missions, each following the same pattern, with varying degrees of success or failure. I need to pack it up for tonight, but thankfully I’ll be able to pick up where I left off as all remaining STRATOPs, Unit Status’, missions completed, VPs, XP, everything is kept on my Campaign Sheet and Squad Roster, ready for when I have time for the next few missions. All I need is a plastic bag for my current hand of STRATOP cards.

Now that you’ve gotten everything the core experience of SI:R has to offer, why not break into the other ways to play further on in the book: Multi-player, Special Campaigns, Variants on the Base Game, or tackle the Standard Play Game again with Optional Rules.

## 16.0 Optional Rules

The following rules should be used only when you have a good understanding of the basic game mechanics. The Optional Rules add more tactical options to the game at the expense of a little additional bookkeeping. Moreover, some of the Squad Leader actions that were previously “free” (ex. Combat Range, Ambush) now require the use of Command Points (CP). In case of conflicts, the Optional Rules always take precedence over the Core Rules.

### 16.1. Ammo



The Ammo rules add some bookkeeping to the game, but give your Squad some additional tactics. To keep track of available Ammo, place the WHITE “Ammo” counter on the Turn Record Track. Your Squad starts every mission with ten Ammo.

You lose one Ammo every time a Unit gets a result of “1-” during combat at Melee or Fire Range (update the Ammo track accordingly). Once your Ammo reaches zero, Flip the counter to its “Low Ammo” side.

Your Squad is now considered to be low on ammunition. Apply a “-1 AP” modifier to all Melee and Fire Skill Checks for the remainder of the mission until you increase your Ammo level by using Resources (See 8.1).

For Units capable of multiple attacks, the “-1 AP” modifier applies to every Skill Check. When using this Optional Rule, the Ammo Resource is available at the beginning of every mission.



You can use the Ammo Resource counter to boost your Ammo levels. If you use it while the Ammo counter is still face up, it moves

the counter 4 spaces up the Turn Record Track card. If the Ammo counter has reached zero, flip the counter face up and move it to the space for Turn 4.

#### 16.1.1. Unlimited Ammo

If you want to use the Optional Rules, but you feel that the Ammo rules in section 16.1 add too much bookkeeping to the game, use the “Unlimited Ammo” rule instead. When playing with “Unlimited Ammo,” rule is not used in the game. As such, Ammo is not tracked and the “Intensive Fire” Order is not available. You may essentially ignore any reference to Ammo in the rules and/or in the Mission Briefing.

### 16.2. Orders

**Orders** represent a Squad Leader’s capacity to coordinate the Squad during a mission, above and beyond the rules presented in Standard Play for increasing the AP of a Unit’s Skill Check.

Below you will find a list of the available Orders, with the CP cost in parentheses, organized by the Phase of use: Node Resolution or combat.

If you don’t have the number of CP required to give a specific Order, the Squad cannot perform the related action. Some Orders are marked with an asterisk after the CP cost.

#### 16.2.1. Node Resolution Orders

When your Squad Leader chooses to generate CP instead of making a Skill Check to resolve a Node, they can spend the generated CP on the following Orders instead of adding to the AP of the Squad’s Skill Checks.

**Stealth Mode (1 CP\*)**: During the Node Resolution step (6.3), the Node Requirements are increased by “1” (i.e., “Advance 3” becomes “Advance 4”). Should an Event occur, apply a “-1” modifier to the enemy Presence Table RN.

The Squad remains in “Stealth Mode” until the “Regroup!” Order is issued.

**Run (1 CP\*):** During the Node Resolution step (6.3), any Nodes with “Advance” Node Requirements are decreased by “1” (i.e., “Advance 4” becomes “Advance 3”). Should an Event occur, apply a “+1” modifier to the enemy Presence Table RN.

**Gather Intel (2 CP):** During the Node Resolution step (6.3), gain one Intel Resource. Only one Intel Resource can be gained per mission.

### 16.2.2. Combat Orders

These orders affect the performance of the Squad during a combat. These Orders have a **lasting effect**, which is only canceled when issuing a “Regroup!” Order. These effects do not carry over to a new combat.

- **Regroup! (0 CP):** Cancel the effects of any previous lasting Order.
- **Support (1 CP):** During a Skill Check, you can use 1 CP to apply a “+1” AP modifier to the check. You cannot use the “Support” order on Skills that are marked with an asterisk.

*Note: This represents the use of the Command Skill in the Core Rules.*

- **Ambush (1 CP):** Only during the first Round of combat, you can spend 1 Intel to gain the “Ambush” tactical advantage (See 7.5.7).

*Note: This rule takes precedence over the Core Rules’ use of Intel Squad Points, which does not require you to use 1 CP.*

- **Intensive Fire (1 CP):** During combat, you can spend 1 Ammo to apply a “+1 AP” modifier to all Fire and Melee attacks for the current Combat Round. For Units that are capable of making multi-

ple attacks, the “+1 AP” modifier applies to every Skill Check. The decision to use “Intensive Fire” must be taken before drawing the counters.

- **Deploy (1 CP):** During the Combat Range step (7.2), take the RN used to determine the range and you may apply a “+1” or “-1” modifier to that number.

*Note: This rule takes precedence over the Core Rules for determining Combat Range (See 7.2).*

- **Embark / Disembark (1 CP):** During combat, to “Embark” or “Disembark” from a Pylum (See 9.3) you must use 1 CP.
- **Take Cover (1 CP\*):** During combat when at Fire Range, your Units benefit from a “-1 AP” modifier that is applied to all Fire attacks made against them. This order is also canceled when you move at Melee Range.
- **Withdraw (1 CP):** At the end of a Combat Round, you can attempt to move your Squad to an adjacent Previously Explored Node (See 6.3.2).

Roll an RN; to succeed, you need a “2+” at Fire Range or a “4+” at Melee Range. If the attempt is successful, move the Squad counter to the new Node on the Mission Map, losing any accumulated Success Levels on any Node adjacent to the previous location: no Event Check is made at the Node that you withdraw to and you don’t place any Event counter on the Node where the combat started.

You can spend one Grenade or one Smoke Grenade to apply a “-2” modifier to the “Withdraw” attempt.

If you fail the attempt, your Squad applies a “-1 AP” modifier in the next Combat Round.

- **Suppressive Fire (1 CP\*):** During com-

bat, select which Units that you want to perform “Suppressive Fire.” Instead of using Fire or Melee Success Levels to generate Wounds on an Enemy Unit, Suppressive Fire makes it more difficult for the enemy to react. For each Success Level gained with the Fire or Melee Skills, place a “temporary -1 AP” counter on the enemy instead of placing Wounds (up to a maximum of two counters per Enemy Unit).

Armor cannot cancel this counter placement. When resolving that Enemy Unit’s next attack, apply a “-1 AP” modifier to the Attack value for each counter on the enemy. Remove the “-1 AP” counters after the Enemy Unit’s attack. Apply “Suppressive Fire” effects during the same Combat Round that you placed the temporary “-1 AP” counter.

“Suppressive Fire” is considered to be executed before Enemy attacks are resolved.

### 16.3. The Medic Specialist

The Medic Specialist can attempt to treat injured Units during the Command Skill Check of Node Resolution, (See 6.3).

Make a Skill Check using the Medic’s Treatment Skill. For every Success Level, the Medic can remove one Wound from a Unit card.

Units who are treated by the Medic during a Node Resolution may not participate in that Node Resolution. At the beginning of every mission, the Medic provides an additional MedKit Resource to your Squad. Place this Resource on the Medic’s card.

This extra Resource does not count toward the maximum number of Resources available to your Squad. When the Medic is killed, you can move the Resource from its card to the Squad’s Resource area pro-

vided that keeping this MedKit does not exceed the maximum number of Resources available to your Squad.

### 16.4. Random Resources

With this Optional Rule, the type of Resource Cache is unknown. When you reach a Node with a Resource Cache, ignore the icon. Instead roll an RN and consult the following table:

RN	Resources Available
0-2	Grenades [G]
3-4	Intel [I]
5	MedKits [M]
6	StymPack [SP]

### 16.5. Escalation / Retreat

Every time you complete three successful missions (consecutive or not), or you feel the game is too easy, you should increase the Difficult to the next level, unless you’re already playing on “Hard”, using the following table.

Each Difficulty Level will determine the Squad Points and the Max number of Resources available during each mission. The “XP Modifier” column in the table defines the bonus in terms of additional XP gained when you successfully complete a mission. To start, the game is set to Normal.

When playing on Hard, Nightmare, or Impossible, two additional restrictions apply:

- Wounds can only be assigned to Units that participated in the combat that generated those Wounds (No assigning them to Specialists that can’t participate).
- When in a combat against a single Enemy Unit, you may only use 3 Units against it, not including your Squad Leader.

Level	Squad Points	Max Resources	EPT Modifier
Easy	130	10	-1
Normal	110	8	0
Hard	100	7	+1
Nightmare	90	6	+2
Impossible	80	5	+2

On the other hand, every time you Abort or fail three missions (consecutive or not), you should lower the difficulty by one level.

### 16.6. Hard fight

Instead of checking for Enemy Presence after the Operations Phase, you must check **before** the Operations Phase. You can only proceed with the Operations Phase if there was no Enemy contact; in other words, you cannot proceed with the Node Resolution if involved in combat on this Turn.

### 16.7. No Intel

Instead of determining the enemy type during Mission Selection (See 5.3), you will draw a random Enemy Race when you trigger your first Event during a mission. This will obviously make your mission harder, since you must select your Units without any information on which Enemy you will encounter.

### 16.8. Fog of War

If you want the feeling of exploring an unknown area, only place a Node on a space when you move your Squad to the space. When placing the Node follow the same rules as outlined in 5.5.

### 16.9. Hive Maze

Hive tiles have been designed to stay in the upright position so that it is easier to examine the overall Hive layout and Node Requirements. It also requires the player to generate linear Mission Maps.

If you think that this constraint is limiting the number of possible layouts, feel free to rotate the tiles when placing them.

### 16.10. Using counters to generate RN



Instead of using dice to generate the RN, you can use the RN counters provided with the game. Put all the white number counters (“0” to “6”) and the “+” counter, for a total of 20 counters, in an opaque container like a cup or bag.

To generate an RN draw one of the counters from the pool and use the shown value. If you draw the “+” counter, draw two additional counters and add the values. After drawing all the RNs you need to resolving the current step, place all drawn RNs back into the container to reset the number distribution.

During the Generate AP step of combat, RNs are generated for every Skill involved on both sides and placed on the generating Unit before returning any counters to the cup.

### 16.11. Nightmare Nodes



Think all the Escalation variants are too easy, then use Nightmare Nodes. Follow all rules for Nightmare or Impossible difficulty (See 16.5), Set your AL to 3 at the start of your mission, and add in all the Nightmare Nodes to your Node Decks during Map Creation.

Nightmare Nodes Use a Tarot Card for their Special Events, Labeled “Nightmare Mode” on the tarot card back and provide additional bonuses to your campaign for their use. Nightmare Nodes can be identified by their AL “3N” and the alien skull symbol next to it.

## 17.0 Special Campaign: Steel Bones

Steel Bones is a Special Campaign for SI:R that uses the Campaign Play rule set, and introduces new rules and components. However, instead of a randomly generated narrative, the missions you will be playing have been written specifically to illustrate the conflict described on the Campaign Sheet.

### 17.1. New Components

To play the Special Steel Bones Campaign you'll need the following components:

- Three Steel Bones cards (models Mk1A, Mk2B and Mk3D)



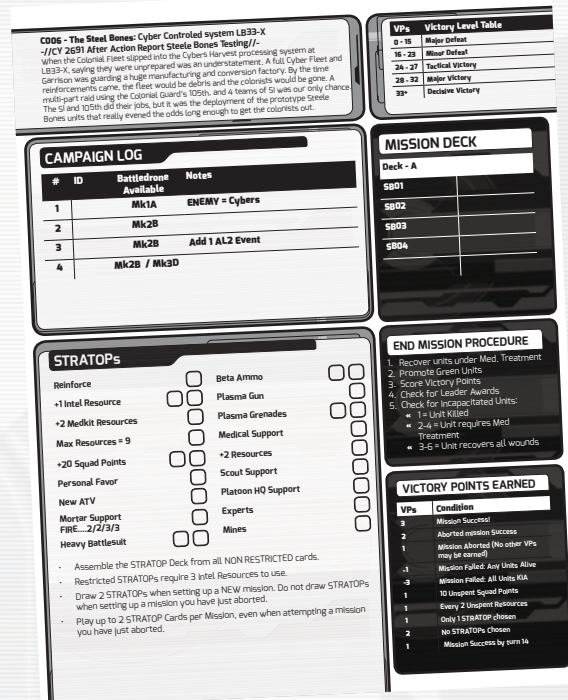
- 12 Subsystems counters



- War Theater Nodes



- Campaign Sheet C006



- Six Armored Building cards



- Enemy cards: Sentinels



- Mission Sheets



- Steel Bones Mission cards



- War Theater Maps



## 17.2. Steel Bones Campaign Sheet

The Steel Bones Campaign takes place over four missions, detailing the multi-part attack plan used by the SI to rescue a Group of kidnapped colonists from being used in the Cyber's latest experiments.

This Campaign uses Campaign Sheet **C006 - The Steel Bones**. Follow the normal rules for Campaign Play

Gather Mission Sheets SB01-04 and set them aside. You'll use them as you draw the corresponding Mission cards from your deck.

### 17.2.1. Pilum Availability



Since this Campaign overrides all Mission Map rules with its own rules, the only way to use the Pilum ATV is to spend the Pilum ATV STRATOP card.

Normal rules for when a Pilum may be used apply

(See 9.3)

## 17.3. Steel Bones Units

The first new component that the Steel Bones Campaign brings to the table is the Steel Bones Drone Unit.

Steel Bones are a new type of Unit characterized by the Special Attribute to be "equipped" at the beginning of each mission.

On each Steel Bones Unit you can load up to three Subsystems that will determine its utilization during the next mission: Steel Bones Units will mainly support other Units providing benefits during combat or for any Skill Check.

Each Steel Bones Unit has the following Attributes:



- Cost of the Steel Bones Unit (in Squad Points)
- Subsystem Slots (up to three)
- Code Level
- Wounds and Armor (optional)

### 17.3.1. Equipping



In the Squad Selection Phase (5.8) you can select up to three Subsystems per Steel Bones Unit and allocate them on the three RAM slots in the Steel Bones Unit card.

White Ram slots are available, and able to be assigned a Subsystem counter. Red Ram slots are unavailable and may not be assigned a Subsystem counter.



Those Subsystems will define the Steel Bones Unit's abilities for the next missions. You can only place a Subsystem on a Steel Bones Unit if the level of the Subsystem is less than or equal to the Code Level of the Steel Bones Unit.

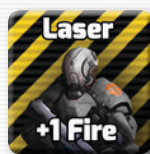
**Example:** *The Steel Bones Unit has a Code Level of Mk1A and a single RAM slot, so you can only place one Subsystem of Level Mk1A on this Steel Bones Unit.*



You may assign Subsystems of a lesser Code Level to more advanced Steel Bones Units.

**Example:** *The Steel Bones Unit has a Code Level of Mk2B so you can place any Mk1A OR Mk2B Subsystem on this Batledrone.*

#### Laser system (level 1).



During combat, place the Steel Bones Unit adjacent to any Unit: this Unit will benefit of a +1 AP for every Fire Check. You can change the Steel Bones Unit position every Combat Round but the +1 AP is always applied before the Skill Check (in other words you cannot apply the +1AP after seeing the RN).

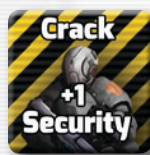
#### Shock system (level 1).



During combat, place the Steel Bones Unit adjacent to any Unit: this Unit will benefit of a +1 AP for every Melee Check.

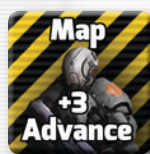
You can change the Steel Bones Unit position every Combat Round but the +1 AP is always applied before the Skill Check (in other words you cannot apply the +1AP after seeing the RN).

#### Security Crack (level 1).



The Steel Bones Unit can provide a +1AP modifier to any Security Skill Check.

#### Map (level 1).



The Steel Bones Unit provides your Squad an Advance 3 Skill Level.

#### Force Field system (level 2).



During combat, place the Steel Bones Unit adjacent to any Unit: this Unit will benefit of an Armor 3 protection against the Fire attacks.

#### Medbot (level 2).



Place on the Steel Bones Unit two MedKit Resources: you can use those Resources using the Standard Play rules.

**C31 (level 2).**



Place on the Steel Bones Unit one Command Point counter and one Intel Resource: these may be used as normal.

**LasRifle (level 3).**



The Steel Bones Unit provides your Squad a Fire 4 Skill Level usable in combat at Fire Range.

**LasBlade (level 3).**



The Steel Bones Unit provides your Squad a Melee 4 Skill Level usable in combat at Melee Range.

**Scorpio (level 3).**



The Steel Bones Unit provides your Squad an A-V (Anti-Vehicle) attack with PEN=0.

**17.3.2. Repair (Wounds)**

Steel Bones Units cannot be repaired during a mission: you cannot use a MedKit or any other Resource to cancel a Wound inflicted to a Steel Bones Unit.

**17.3.3. Steel Bones Availability**

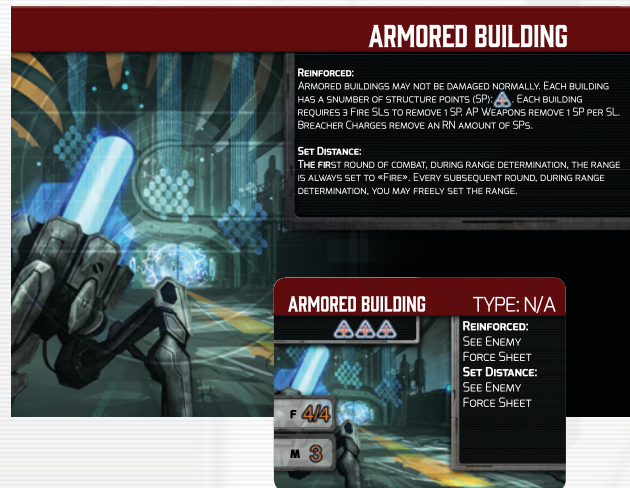
The versions of the Steel Bones Units are unlocked as the Campaign unfolds. The Campaign Log Notes will indicate when you may take the next level of Steel Bones Units. Steel Bones Units are included in your Squad for no cost.

**17.4. Armored Buildings**

Armored Buildings are a special type of Enemy: they represent hardened structures used by the current enemy faction.

The following Special Rules apply when your Squad encounters an Armored Building.

Any Event String with “Building” triggers an encounter against one Armored Building.



**17.4.1. Building Type**

There are 4 different version of Armored Buildings. Unless specified otherwise when setting up a combat with an Armored Building, shuffle the Armored Building cards and draw one card to determine the Building type.

**17.4.2. Range Determination**

Your Squad will always start the combat at Fire Range. During the successive Combat Range Determination Phases you can freely determine the Range of the Squad without drawing a RN.

**17.4.3. Damage**

Structural integrity of Armored Buildings is represented by Heavy Structure Points (HSP); HSP can be reduced as follows:

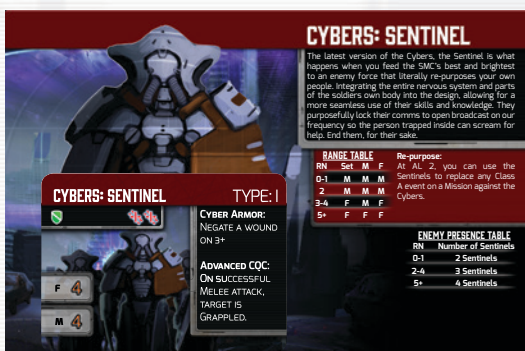
- Every three standard SL can be converted to one HSP

- Every single A.P. Wound (See 7.5.2) is converted to one HSP
- Every SL of an Anti-Vehicle weapon is converted to one HSP; A-V weapons do not need to check for Penetration (DMG) of the Armored Building structure: SL are simply converted to HSP.
- If your Squad is at Melee Range, a Demo Charge Resource can be placed and detonated with a successful Melee Skill Check. The Demo Charge Resource will cause RN HSP of damage to the building.

**Example:** Your Squad is at Melee Range, and Fire Team A gains one SL on his Melee Skill. You can now spend one Demo Charge Resource: you roll an RN and get a result of '3'. The Armored Building suffers 3 HSP of damage. Use a Wound counter to keep track of the HSP damage: once the number of Wound counters is equal to the number of HSP icons on the Armored Building card, the its considered destroyed.

## 17.5. Enemy card: Sentinels

The Sentinels are a Cyber Unit explicitly developed to fight the Human soldiers in narrow areas.



### 17.5.1. Event "S"

The Sentinels are used in several missions of this Campaign. Whenever a Node Event String asks for a Class "S", this means to use the Sentinel Enemy Race Sheet and Units in place of the Cybers.

Generate a Class A encounter against the Sentinels in these instances.

## 17.6. Steel Bones Mission cards


These cards are unlike standard Mission cards in that they have no AL modifiers on them. Instead, they relate only the mission objective, and are intended for use with the Mission Sheet of the same Code.

## 17.7. Steel Bones Mission Sheets

Like Hive Missions (See 12.0) missions SB01-SB04 use Mission Sheets to create unique scenarios. They hold any and all information about the mission objectives, Special Nodes, enemies, and the narrative setup for the mission.

**Mission SB01 : Base Assault**

*MilSpec Intel called this planet LB33-X, but the SI just call it Can 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 "disrupt" communications to the rest of the network. And by "disrupt", 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 "I" and resolve the event.

**Special Node Pool**  
Create the Special Node pool by Card "I" and two additional Special Node Cards chosen randomly from "E", "G", and "T" (See Special Node 5.5.1).



**SPECIAL NODE TABLE**

	It's the Command and Control station, and of course its heavily guarded. Don't they have anything better to do? <b>Event (Auto/B)</b>
	Well this is a problem, MilSpec Intel's target package said this was a surveillance nexus. NOT a 3 meter thick guard bunker. Someone is going to get a strongly worded letter about this. Written on my BOOT! <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 (6/A). If resolved, change event string on Node "I" to (Auto/A+1)</b>
	We've found one of their Weapon Depots! All those wonderfully 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>

When you draw the Mission card that corresponds to one of the 4 Mission Sheet used for C006, use the Mission Sheet to setup your Mission Map.

All rules shown on the Mission Sheet supersede any rules printed on the Mission Map.

## **17.8. War Theater Maps**

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These maps are different from Standard Play Mission Maps in that they have no Objectives or Narrative. Those are held entirely on the Mission Sheets that specify their use.

When this Campaign requires their use, they are setup and used in exactly the same way as a Standard Play Mission Map, except that they use War Theater Nodes in place of Mission Nodes.

## **17.9. Special Campaign: Steel Bones Setup**

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At the beginning of a new Steel Bones Special Campaign, perform the following actions. These are exactly the same as they are in Campaign Play (See 14.5):

1. Select a Campaign Sheet
2. Determine Enemy Race
3. Select one Squad Roster
4. Set the Alert Level
5. Create Mission Deck(s).
6. Create the STRATOPs Deck
7. Get Command Bonus

## **17.10. Special Campaign: Steel Bones Turn**

---

A Turn in this Campaign is exactly the same as a Turn in Campaign Play (See 14.6):

1. Mission Selection
2. Draw and Play STRATOP cards
3. Spend Reinforcement Points
4. Squad Selection

5. Resource Selection
6. Operations Phase
7. Campaign Mission Debriefing

The only difference is the addition of the Steel Bones Units during the Squad selection (See 17.3.3).

## **17.11. Steel Bones components in Standard and Campaign Play**

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The components used in the Steel Bones Campaign are compelling and may be integrated with other SI:R methods of play such as Campaign or Standard Play.

### **17.11.1. Steel Bones Units**

If you want to include the Steel Bones Units in a Standard Play mission and/or Campaign, during the Squad Selection step (See 5.8) roll an RN to determine the model availability:

- **1-Availability:** Mk2B
- **2+:** Mk2B and Mk3D

During the Campaign Mission Debriefing procedure, during the Medical Treatment step, roll an RN for each damaged Steel Bones Unit:

- 1-2: Steel Bones Unit under maintenance (you can still check the availability of a new one on the next mission)
- 3+: Steel Bones Unit fully repaired. No need to check for availability on the next mission

Steel Bones Units don't gain XP.

### **17.11.2. Armored Buildings**

You can introduce an Armored Building in any Surface mission: randomly pick one of the two Armored Building Node cards and place it on the map on any Indoor or Outdoor Node location.

If you use this variant, you gain one additional XP at the end of the mission if it's successfully completed.

### **17.11.3. Sentinels**

You can use the Sentinels to replace any Class A Event on a mission against the Cybers.

### **17.11.4. War Theater Maps**

These maps require an Objective. Since these are Mission Maps rather than specific locations with objectives, they may not be used in Standard Play. If you wish to include them in a Campaign Play session outside this Special Campaign, all you need do is include the Mission cards / Sheets that use these Mission Maps in the Mission Deck of a Campaign you want to play, in place of another mission of the same type, such as S001.

### **17.11.5. War Theater Nodes**

These may only be used when using War Theater missions

## 18.0 Special Campaign: Flesh Eaters Xenotype

The Flesh Eaters Xenotype Special Campaign (hereafter “Xenotype Campaign”) is a Campaign system that adds a strategic layer to the game by introducing the **Scenario card**.

Each Scenario card represents one possible scene of the overall Campaign: instead of randomly determining the next mission, Scenario cards will define the path of the Campaign, with branches and Optional Scenario cards adding more freedom (and uncertainty) to the game.

Scenario cards are used to determine the Mission Map type where the next Scenario will be played, critical objectives that need to be achieved on that map (represented on the Mission Map by a Scenario Location Node) and any special rules or Enemy Units that will be used on that mission.

Instead of drawing a random Enemy Sheet, the whole Campaign is focused against a single foe: the Flesh Eaters and their Xenotype. The Xenotype Enemy card and Units will add additional challenges unique to those Units, making for a truly dynamic Campaign with multi-layered encounters.

Unless specified otherwise, Standard and Campaign Play rules apply also to the Xenotype Campaign system: experienced SI:R players will find that the main change is represented by the selection of the next Scenario card.

### 18.1. New Components:

- Scenario cards



- Scenario Location cards



- Xenotype Enemy Race Sheet and Units

### FLESH EATERS: XENOTYPE

\*Hive Mind: When rolling E.P.T., add +1 to the roll if the AL is 2, +2 if the AL is 3.

As if the original strain of these parasites weren't bad enough, something is causing these creatures to mutate horribly. A dark will is pushing the limits of what organic systems can achieve: intangible matter, Gestalt bodies, and tank-like carapaces to name a few. Each new creation shares a Hive like intelligence that reacts to any intrusion. We have to stop this nightmare and find what's driving it before these things evolve beyond our ability to hurt them!

XENOTYPE: ALPHA SCOUT					XENOTYPE: CRUISER				
E.P.T. RANGE TABLE					E.P.T. RANGE TABLE				
RN	#	Set	M	F	RN	#	Set	M	F
0-2	2	0-1	F	F	0-3	2	0-1	F	F
3-4	3	2	F	M	4-5	3	2	M	M
5+	4	3-4	M	M	6+	4	3-4	M	M

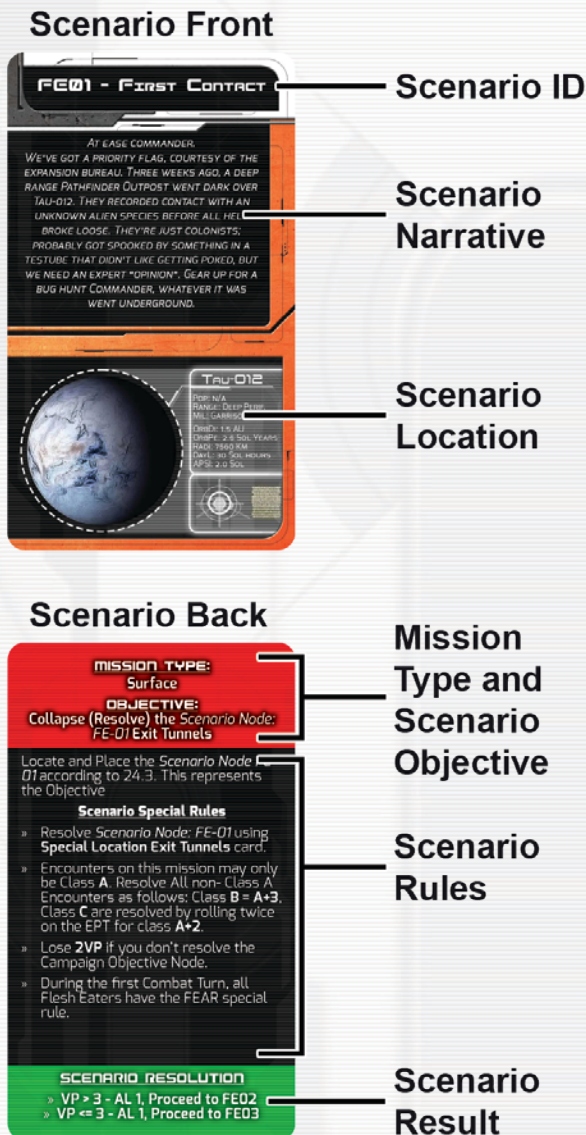
XENOTYPE: HUNTER					XENOTYPE: GESTALT					TYPE: I IS GUARD				
E.P.T. RANGE TABLE					E.P.T. RANGE TABLE					E.P.T. RANGE TABLE				
RN	#	Set	M	F	RN	#	Set	M	F	RN	#	Set	M	F
0-4	1	0-1	F	M	0-2	2	0-1	F	F	0-1	1	0-1	F	F
5+	2	2	M	F	3-4	3	2	M	F	2	2	2	M	F
					5+	4	3-4	M	M	3-5	3	2	M	M

Distributed Body: GREENBERG, LIND, WOUNDS, FLAME, WOUNDS BECOME NORMAL, WOUNDS ALL WOUNDS HALVED MIN 1. EPT: CHECK CURRENT NUMBER OF GESTALTS IN THE ENCOUNTER. 1-2 = M 3, 3-5 = M 4.

- Campaign Sheet C005 - The First Contact War

## 18.2. Scenario cards

Scenario cards represent the strategic level of the game, on top of the tactical actions represented by the missions. Each Scenario card will use a random mission, adding extra rules and objectives to the mission itself.



The Xenotype Campaign is played as a series of **Scenarios**: each scenario is described by a Scenario card that defines:

- Name and ID of the Scenario
- Scenario Description
- Mission Type
- Scenario objectives

- Special Rules (if any)
- The Scenario Result

Scenario cards are designed to be used in conjunction with Mission cards. After drawing a Scenario card, you will draw a Mission card based on the mission type (Surface, Space or Hive).

Once you have both cards, you now have a complete list of objectives for completing the scenario. You must complete both the mission objectives, and the scenario objective to complete a scenario. The scenario's objective is often represented by a Scenario Location (See 18.3) and corresponding Node.

The calculation of the Victory Points (VPs) for a scenario will then include both the standard mission VP (14.14.4) and the Scenario-specific VP modifiers, shown on the Scenario card. In some cases, the Scenario VP modifiers will supersede the mission VP. For example, setting your VP total for the mission back to 0 if you don't complete the scenario objectives regardless of the mission objectives.

**Scenario Objectives represent critical Campaign actions:** failing these objectives reflects a major failure on the Campaign; for this reason, in some cases the scenario is considered to have failed even if the underlying mission objectives have been completed.

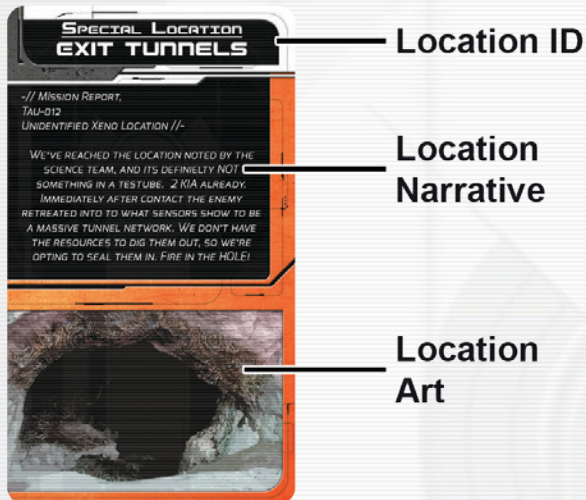
**Note:** If you fail the mission objectives the scenario will always fail, hence mission objectives must always be reached.

## 18.3. Scenario Locations

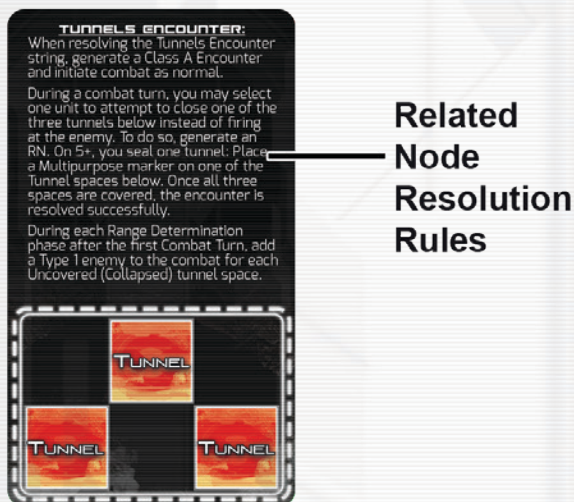
A Scenario Location is a combination of a Scenario-specific Location card and Node, and are only used if a Scenario cards lists them as needed.

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

**Location Front**



**Location Back**



**Related Node**



The Scenario Location cards will contain any and all rules required to use and resolve the related Node, and the Scenario Location Nodes are placed on the Mission Map and

basically “override” the existing Node Location.

Once the mission has been chosen and Node cards placed, if a Scenario card requires a Scenario Location card and Node, you must replace an existing Node card on the Mission Map on the basis of the following priorities:

- Select a Node at least at a distance of 5 Nodes from the Start Node (for an Hive Mission consider the Entry Point as the starting point)
- The selected Node must not be a Special Node (i.e. those with a ?)
- The selected Node must not include any icon (mission-specific)
- The selected Node should not include a Resource Cache

If no Node Location satisfies the above Requirements, select one Node Location at distance 4 (or even 3) from the Start and replace that card.

**18.4. Xenotype Campaign Setup**

- Select Campaign Sheet C005 - The First Contact War. This sheet is unique in that it has a different “Mission Deck” area. It lists the order in which the Scenario cards are played, and does not use Encounter cards.
- Gather all Mission cards and separate them into three decks based on their type: Surface, Hive, and Space.
- Gather all the Xenotype Campaign Scenario cards and organize them from FE01 - FE15, and then H101-H104. Set this deck aside until needed.
- Locate all Scenario Location cards and set them aside close by. You will need when a Scenario card calls for one.



- Gather both Enemy Race Sheets for the Flesh Eaters, and the Flesh Eaters Xenotype, as well as all Unit cards for both sheets.
- Shuffle the Strategic Option (STRATOP) cards: draw 2 STRATOP cards.
- You start the Campaign with the following Reinforcements: one Green Recruit and one Line Recruit
- Set Alert Level to 1.

## 18.5. Xenotype Campaign Turn

The standard Mission Selection rules (14.7) are replaced by the following procedure

- Determine Next Scenario
- Set the Alert Level
- Mission Setup

The successive steps of the Campaign Turn (See 14.6) are not changed:

- Strategic Option Selection
- Squad Selection
- Resource Selection
- Operations Phase
- Campaign Mission Debriefing

### 18.5.1. Determine Next Scenario

If you've just started the Campaign pick Scenario card FE01; otherwise, on the basis of the VP gained in the previous Scenario (only) you must now pick the Scenario card specified on the bottom of the previous Scenario card. This is defined as the Next Scenario.

#### SCENARIO RESOLUTION

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

**Example:** If you gained 4 or more VPs during Scenario FE01 you must now pick the Scenario card FE02; if you only get 3 or less VPs you must now select Scenario FE03.

During the Campaign several Optional Scenarios will be unlocked; you can always choose to play an unlocked Optional Scenario instead of the Next Scenario.

If you decide to do so, search for the Optional Scenario card in the deck and proceed normally. After one Optional Scenario you must move back to the Next Scenario.

**Note:** Optional Scenarios normally provide additional VP and/or special Resources/equipment. These bonuses will be printed on the Optional Mission card itself.

You can never re-attempt a mission in the Xenotype Campaign.

### 18.5.2. Set the Alert Level

On the basis of the VP gained in the previous scenario (only) the current Alert Level can be modified: check the Victory Condition area of the Scenario card (at the bottom) for the AL changes.

**Example:** If you gained 4 or more VPs during Scenario FE02, the AL stays at 1; if you only get 3 or less VPs, the AL is instead increased to 2.

In any case, the AL cannot be less than 1 or greater than 3.

**Game Note:** In the Xenotype Campaign, how you complete a mission (i.e. how many VP you gain) will influence the AL and in several cases also determine the next scenario. Only the VP of the last scenario are used to determine the progress of the Campaign, not the running total.

### **18.5.3. Mission Setup**

The selected Scenario card defines the Mission Type (Surface, Space, or Hive); you must now draw one Mission Map from the corresponding pile: the mission will determine the “terrain” of the scenario and the core (tactical) objectives.

Pick the selected Scenario card: in addition to standard mission objectives, each scenario will add the “strategic” objectives, often represented by a Scenario Location.

If a Scenario card requires the placement of a Scenario Location, you must select one Node on the Mission Map following the rules in 18.3.

## **18.6. Additional Rules**

---

### **18.6.1. The Ever Changing Enemy.**

The Xenotype Campaign focuses on the Enemy Race of Flesh Eaters. All encounters for every mission played will use the Flesh Eaters Enemy Race Sheet, UNLESS specifically overridden by the Scenario card or Scenario Location card for that mission.

### **18.6.2. “Morale” Node Requirements**

In order to satisfy this Node Requirement, every Unit must pass a Morale Check (place a Multi-purpose counter as a reminder): every Turn one Unit can make a single attempt. Once the Leader passes the Morale Check, in the following Turns he can be Activated to generate CP and then support the other Unit’s Morale Checks. The Squad cannot enter the Node until all the Units passed the Morale Check. If you don’t wish to use “Morale”, discard any Nodes with Morale during setup.

## 19.0 Multi-player: Xeno Mind

SI:R has been designed as a solitaire game, with the player leading a Squad of elite Space Infantry.

In its original structure, the enemy forces enter the game using a random procedure (the Event Check) and follow a very straight strategy: attack and destroy your forces.

The Xeno's Mind changes that up, where one player, the Human, will control the SI Units while the second, the Xeno Mind, will manage the actions of the Enemy Race and Units that the Human player fights against during a mission.

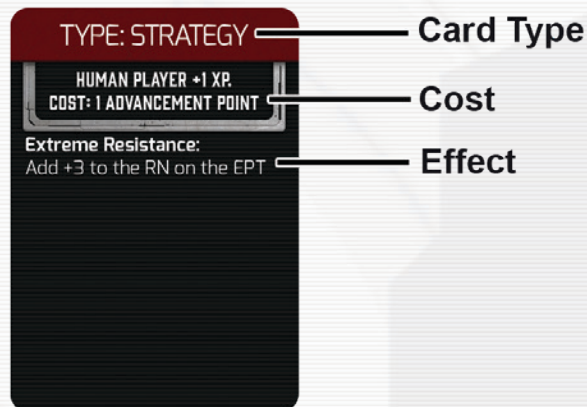
A special deck of cards is used by the Xeno Mind player to represent his direct influence on the field.

### 19.1. New Components:

- 45 Xeno Mind cards



### 19.2. Xeno Mind cards



The Xeno Mind cards come in three types:

- **Strategy cards:** can only be played during the Operations Phase

TYPE: STRATEGY

- **Combat cards:** can only be played during the Combat Phase

TYPE: COMBAT

- **Campaign Play cards:** Some cards, both Strategy and Combat have a cost associated: those cards are only added to the deck when playing a Campaign (See 14.0)

HUMAN PLAYER +1 XP

The Xeno Mind player can only play one Scenario card and one Combat card per Game Turn.

### 19.3. Changes to Game Sequence

#### 19.3.1. Xeno Mind Setup

Before anything happens in a mission, the Xeno Mind player must create their deck that will be used during the mission.

Remove all the cards with a cost associated and then shuffle the remaining Xeno Mind cards to create a Xeno Mind deck: from this deck the Xeno Mind player draws an initial hand of 5 cards.

### 19.3.2. Map Creation

Next, the Xeno Mind player places the Special Nodes: the Node cards are still randomly drawn from the mini-deck, but the Xeno Mind player may look at them once drawn and chose their location on the Mission Map.

### 19.3.3. Squad Selection

When using this play variant, the Human player has 20 additional Squad Points to create the Squad (the budget is then 130 Squad Points).

### 19.3.4. Combat Phase

During each Combat Phase the Xeno Mind player can play one Xeno "Combat" card (maximum one card per Turn).

The Xeno Mind player decides how to allocate the Wounds inflicted to its forces (similar to the Human player).

### 19.3.5. End Turn Phase

The Xeno Mind player can draw one card if he has less than 5 cards.

## 19.4. Campaign Play with a Xeno Mind

When playing a Campaign, the Xeno Mind player can gain experience and improve its abilities as follows.

During the Campaign Mission Debriefing calculate the Xeno Advancement Points as follow:

- **Mission Aborted:** 1 Advancement Point
- **Mission Failed:** 2 Advancement Points
- **Mission Failed with no Human Player Unit survivors:** 3 Advancement Points

Advancement Points can be used to purchase the following Advancements

Description	Cost
The Hand Size of the Xeno Mind player is Increased to 6 cards.	3
In the End Turn Phase the Xeno Mind player can draw two cards (up to maximum Hand Size) instead of one.	4
The Xeno Mind player can remove one "False Contact" card from the Xeno Mind deck.	3
The Xeno Mind player can remove a second "False Contact" card from the Xeno Mind deck.	4
The Xeno Mind player can add one Xeno card to the Xeno Mind deck.	Cost of the card

## 20.0 Multi-player: Squad Corporal

These rules allow two players to command the forces of the SI:R against the Xenos enemies. One player will play as the Squad Leader, the overall commander of the Squad, while the other player will take the secondary position as Squad Corporal.

Together, the two players will divide the Squad and Resources between them, and each will direct the movements of their units around the map as separate Squads.

They can each trigger Events, perform their own Operations Phases, and be eliminated.

### 20.1. New Components:

There are a number of new components required to included a second player:

- Second Player Sheet



- Squad B counter



- Squad A counter



- 1 Additional Range counter



### 20.1.1. The Coop Sheet

This sheet is used to track Resources during a Coop Game.

The top area is used to separate Enemy Units (See 20.5.3) and also outline all the Support Orders (See 20.3.2) when in combat as a Full Squad.

The middle portion houses the Squad Resources section and Range indicators.

Lastly the bottom has your Tactics Tables. When a Full Squad is in combat, Squad B will place their counter on one of these tables to show what Tactics they are using for that combat (See 20.5).

### 20.2. Mission Setup

A number of things will be different when setting up for a Coop Game.

First, place the Coop Sheet between you and the other player, who will be taking command of the second Squad.

Select your Squad members and Resources using the Standard Play rules. Once the Squad is complete, divide the Units to create two Squads using the following guidelines:

- **Squad A** will always include the Squad Leader, plus any combination of Basic Units and Specialists
- **Squad B** must include at least one Basic Unit and any remaining Units not chosen for Squad A.

Using the Coop Sheet, place each Squad's Units next to a Player Squad Area: Squad A will be placed on the left of the sheet, Squad B will be placed on the right.



Designate one Basic Unit in Squad B as the Corporal: place a Multi-purpose counter on it as a reminder. The Corporal Unit gains the **Command** Skill at Level **5**. The player commanding Squad B will use the Second Player Sheet.

Split the Resources among the two Squads: each Group can only use its own Resources during the game.



Each Squad can move independently on the map (use the Squad A and Squad B counters).

If both Squads occupy the same Node, they count as a **Full Squad**. Otherwise, each is a **Single Squad**.

When a Full Squad is present when an Event is triggered, only make one EPT roll, and divide the Enemy Units accordingly (See 20.5.3)

When making an EPT roll when resolving an Event (See 6.4), apply the following modifiers to that EPT roll (Event Check rolls are not modified).

AL	Full Squad	Single Squad
1		-1 modifier
2	+1 modifier	-1 modifier
3	+1 modifier	

Resources cannot be exchanged during combat.

While in combat, the two Groups operate separately, with CP and Range determined independently for each Group.

## 20.3. Command Points and Orders

As a Single Squad, the Corporal is capable of generating and spending CP during combat following the same rules as the Squad Leader (See 4.7). However, generating a CP doesn't prevent the Corporal from being Activated in the same Combat Round. During the Node Resolution, the Corporal can generate CP only if the two Groups are separated.

As a Full Squad, while in combat, CP generated by the Squad Leader can only be applied to Units in Squad A, while CP generated by the Corporal can only be applied to Units in Squad B.

During the Node Resolution Phase, CP generated by the Squad Leader can be applied to any Unit in the Squad.

### 20.3.1. Withdrawing

When in combat as a Full Squad, the Withdraw order can only be issued by the Squad Leader, but the order affects the whole Squad. If at least one Squad is at Melee Range use this Range to determine the success of the withdrawal.

### 20.3.2. Support Orders

When a Full Squad is in combat, the Squad Leader and the Corporal have access to the following Support Orders.

Unless specified otherwise, the CP for the new Orders can be spent by the Squad Leader or the Corporal.

“Active Group” identifies the Group under the command of the Unit spending the CP.

- **Exchange Resources (1CP):** Any number of Resources can be exchanged between Groups A and B.
- **Redeploy (1CP):** Move one single Unit from the Active Group to the other.

The moving Unit will skip the current Combat Round. Rotate that Unit card 90 degrees as a reminder.

At the end of the Combat Round, rotate the Unit card to the upward position and move it to the destination Group.

- **Suppressing Fire (1 CP):** One or more Fire Success Levels gained in this combat by the Active Group (regardless the current Range) can be spent as “-1AP” modifiers for the Wound generation against the Units of the other Group; place one -1AP modifier for each SL on one Enemy Unit in the other Group.
- **Supporting Fire (1CP):** One or more Fire Success Levels gained in this combat by the Active Group (regardless the current Range) can be directed against the Enemies of the other Group.
- **Flanking Maneuver (1CP):** Units in the Active Group may make Advance Skill Checks in place of their Fire or Melee Skill Checks. Spend two Advance Success Levels gained by the

Active Group to move one Enemy Unit from the Enemy Group facing the non-Active Group, to the Enemy Group facing the Active Group.

- **Advance Support (1CP):** Spend one or more Fire SLs gained in this combat by the Active Group (regardless the current Range) to modify the next Range Determination roll of the non-Active Unit up or down by one per SL spent.

## 20.4. Multi-player: Squad Corporal Operations Phase

An Operations Phase using the Squad Corporal rules functions exactly like a Standard Play Operations Phase (See 6.0):

1. Advance Turn
2. Move your Squad
3. Node Resolution
4. Event Check
5. End Turn

The only difference is that you are performing steps 2-4 for both Squads in Turn.

### 20.4.1. Squad Corporal Squad Movement

During the “Move your Squad” step of the Operations Phase while playing with the Squad Corporal, Squad A will move first, then Squad B according to the Standard Play rules for moving your Squad (See 6.2).

They do not need to move to the same Node

### 20.4.2. Squad Corporal Squad Node Resolution

During the “Node Resolution” step of the Operations Phase while playing with the Squad Corporal, each Squad will attempt to resolve the Node they are on. First Squad A will make their Skill Checks, and then Squad B.

If the Full Squad is present on the same Node during Node Resolution, You will have two attempts to resolve the Node. However the Squad Corporal may not generate CP (See 20.3). But the Squad Corporal MAY still make a Skill Check for Node Resolution since each Unit may make 1 Skill Check during Node Resolution.

If, as a Full Squad, Squad A resolves the Node before Squad B is able to make their Node Resolution Skill Checks, the Node is marked as Resolved and the Node Resolution Phase ends.

### 20.4.3. Squad Corporal Squad Event Check

During the “Event Check” step of the Operations Phase while playing with the Squad Corporal, each Squad will check for an Event on their current Node, if required (See 6.4). First Squad A will make their check, and then Squad B.

If the Full Squad is present on a Node, and Squad A triggers an Event, then Squad B WILL NOT ROLL. Move to set up a combat using the rules for the Squad Corporal Combat (See 20.5).

## 20.5. Squad Corporal Combat

When a Single Squad triggers an Event they will resolve a combat as normal (See 7.0). They will have fewer Units to absorb and deal Wounds with, but they (hopefully) will be facing fewer units than normal, the Enemy having spread their forces out to deal with the two separate Squads.

However, when an Event is triggered and the Full Squad is present, then the following rules apply.

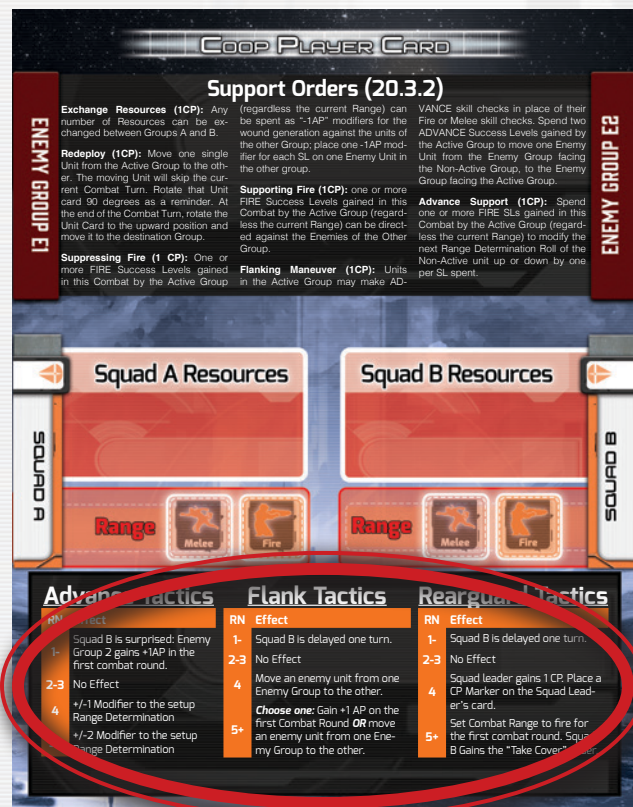
### 20.5.1. Squad Tactics and Deployment

When an Event is triggered and a Full Squad is present, things change. At the beginning of combat, before the Combat Range De-

termination, Squad B must be deployed selecting one of the available options:

- **Advance** (this represents Squad B being placed in front of Squad A, scouting for enemy forces)
- **Flank** (this represents Squad B being placed near Squad A, ready to take a flanking position against the enemy forces). Flank cannot be used in the Hive Missions
- **Rearguard** (this represents Squad B being placed behind Squad A, controlling the back of the Squad)

Place the Squad B counter on the table with the desired tactics to indicate which table Squad B will roll on.



Roll an RN and consult the chosen Tactics Table at the bottom of the Coop Player Sheet to determine the effect of the current deployment on the next Combat Round.



If a Group is Delayed, the opposing Enemy Group will automatically gain the Enfilade Fire bonus (See 20.5.5) in the first Combat Round.

**Example:** *Squad B selects the Flank deployment and gets a RN of 1; consulting the Tactics Table you read the result “Squad B is delayed one Turn”, and on the bottom you can see that Squad B will face Group E2. Since E2 is not facing Squad B in the first Turn (since B is delayed), then E2 will gain the Enfilade Fire bonus.*

After determining the Squad Tactics, proceed with the Range Determination for each Group independently (each Group will use a different Range counter).

### 20.5.2. Moving Units from between Groups

Units can be moved from one Group to the other in the following circumstances:

- During the Node Resolution if both Groups are in the same Node: freely redeploy the Units.
- During the Node Resolution if the Groups are in adjacent Nodes: the Squad Leader (only) can spend its activation to move any number of Units from Squad A to Squad B or vice versa (no RN is needed but the Squad Leader cannot be activated for any other task).
- During Combat: with the Redeploy Order.

### 20.5.3. Enemy deployment

When both Squads are present as a Full Squad on a Node during combat, Enemy forces should be equally divided in two Groups (E1 and E2), with extra Units going on Group E1.

Always determine randomly where Type III Enemy Units are deployed. Remember to

apply the modifiers to the Enemy Presence Table roll depending on the AL.

In any case, if at the beginning of a Combat Phase one of the Enemy Groups is empty, place one Type I Enemy Unit on it.

Damage inflicted by one Enemy Unit Group is always allocated to the player Group it's facing and vice versa, except when using Enfilade Fire (See 20.5.5).

**Exception:** *Anti-Vehicle fire can target Units in any Group. Enemy Units with the A-V Special Attribute will always attack a Vehicle if such a target is available.*

### 20.5.4. Enemy Movement

An Enemy that gets a RN of one or less during combat is moved from the current Group to the other one.

### 20.5.5. Enfilade Fire

A friendly Group not facing enemy forces can attack the enemies facing the other Group: this attack will benefit of a +1AP due to Enfilade Fire (the enemy is attacked from two different directions).

An Enemy Group not facing friendly forces can attack Units facing the other Group: this attack will benefit of a +1AP due to Enfilade Fire (the enemy is attacking from two different directions).

## 20.6. Boss rule changes

When fighting against a Boss (See 13.3), the following rules apply:

- You can only select the Advance or Rearguard tactical options
- Only one Enemy Unit Group (E1) is created: both friendly Groups will attack E1
- The Enfilade Fire bonus is never used when facing a Boss

## 21.0 Game Variant: The Last Outpost

### 21.1. Overview

The Last Outpost Variant recreates a deadly struggle on an orbiting station as a tide of hostile creature sweeps over it, intent on the planet surface below. This module is played on a special Mission Map and uses a modified game sequence (Operation and Combat Phases), described here below.

Your team can only move inside the Outpost (the five central Nodes): movement inside the Outpost is free (doesn't require any Node Resolution) and it doesn't consume game Turns.

#### 21.1.1. Objective: Survival!

You must survive for 30 Turns, avoiding an enemy Breach (See 21.5.6).

### 21.2. New Components:

- Last Outpost Map



- Unit counters



- Enemy Unit counters



### 21.3. The Last Outpost Setup

To setup a game of Last Outpost, complete the following steps in order

1. Take the Last Outpost Mission Map: place a Class B Enemy Group on Node C; generate the enemy forces in this group using Standard Play rules for generating an encounter (See 6.4)
2. Create a Squad with 110 Squad Points: you can place up to two Resources on every Unit; the Leader can only get one single Resource. Do not consider the limit of 8 Resources in this Variant
3. Freely place the Unit counters corresponding to the Units you've selected on the Outpost area (the five Nodes labeled as "Outpost")

### 21.4. New Rules

The Last Outpost uses a number of Special Rules that separate it from Standard Play of SI:R.

#### 21.4.1. Set Layout

The Last Outpost does not use Node cards, since the layout of space station never changes. Instead, each square area is a predetermined Node. The red Nodes are the Outpost areas, and the white Nodes labeled A - D are the outer areas where Enemies could appear.

#### 21.4.2. Full Stocked:

Instead of using the Resource area of the Turn Record Track, each Unit carries their

own equipment with them. Two Resources per Unit, one Resource for the Squad Leader. The central Resource Cache is never depleted; a Unit spending his activation on a Node with a Resource Cache can fully replenish its equipment.

## 21.5. The Last Outpost Turn Sequence

During each Turn follow the special sequence:

- Enemy Activation
- Enemy Entrance
- Move Units
- Combat
- Resource Cache use
- Enemy Breach Check

### 21.5.1. Enemy Activation

Activate the Enemy Groups using the enemy activation procedure displayed on the Mission Map: place a RN on every Node with an Enemy or Enemy Group and apply the results of the activation in any order you prefer.

### 21.5.2. Enemy entrance

New Enemy Groups have the chance to appear on the Outpost map on Nodes A-D by way of an Event String unique to each Node.

During the Enemy Entrance Step, you will roll an RN for each Node, Starting at A and moving clockwise. If you pass the Event Check, generate a Enemy Group as if it were a combat encounter using the EPT table on your chosen Enemy Race. Place Enemy Unit counters equal to the number and Type of Units rolled for in the encounter string.

**Example:** You roll an RN of 6 on Node B, and you are fighting the Beast Masters. This means you generate a Class B encounter using the EPT Table on the Beast Masters Enemy Race Sheet.

You roll a 5, which means this enemy group is comprised of 3 Warbeasts and 1 Beast Master. Looking at the Enemy Unit cards for these units, I see that the Warbeasts are Type 1, and the Beast Master is a Type 2. I place three Type 1 Enemy Unit Counters and one Type 2 Enemy Unit counter on Node B and then proceed to the next Node for Enemy Entrance.

#### 21.5.2.1. Tension Counters

You're never sure where the enemy will appear, only that they will, sooner or later. To represent this, each turn after the first, you will place a Multipurpose counter on one of the Nodes A-D (your choice).

These are called Tension counters, and they will serve to increase the odds of an Enemy Group being generated during Enemy Entrance. Every Tension counter on a Node adds 1 to the RN. A node may never have more than half the total number of Tension counter in it (Rounded up) at any given time.

**Example:** You're placing the fifth Tension counter: in this case one Node can have up to 3 counters because  $5 / 2 = 2.5$ , rounded to 3.

However, as the mission progresses, things only get worse. Starting on Turn 10, add two Tension Markers (put a counter on the Turn Record Track in box 10 as a reminder).

If an encounter is triggered, remove all the Tension counters from the Node.

#### 21.5.3. Move Units

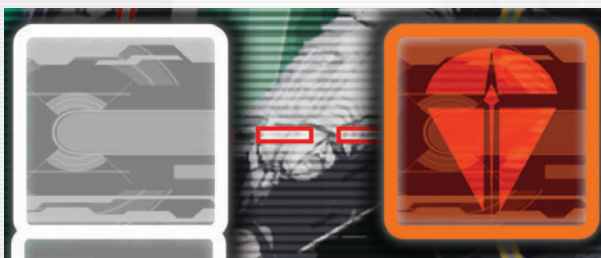
You can freely move your Unit counters inside the Outpost area: these are the red squares marked with the SI logo.

Movement inside the Outpost doesn't require any Node Resolution, instead you are able to freely move your Unit counters between any adjacent Node connected by a yellow dotted line.



A Unit may only move once per Turn, and it may never move more than one Node away.

Units may not move to a Node connected by a red dotted line.



#### 21.5.4. Combat

Range is not determined randomly in this Variant: Units / Enemy Units in the same Node are considered in Melee Range, while Units / Enemy Units in adjacent Nodes are considered at Fire Range. Units in Melee cannot Fire at adjacent enemies.

Proceed with the resolution of combats, selecting one Node (your choice) and allocating Action Points to every Unit and Enemy Unit in the Node. Combat between adjacent Nodes (Fire) only lasts one Turn while combat in Melee Range is executed normally.

#### 21.5.5. Resource Cache Use:

You are not restricted to 8 Resources in this Variant. Instead, each Unit, not including the Squad Leader, can have up to two Resource counters placed on it. The Squad

Leader can only carry one Resource counter. Resources on Units may be used the same way as Standard Play, but they may only affect Units or Enemy Units in the same ode.

#### 21.5.6. Enemy Breach Check

At the end of every Turn, if an Enemy Group is present on an Outpost Node where there are no friendly Units place one Multi-purpose counter in the "Breach" box on the Mission Map: if you accumulate 5 counters in the Breach Box the mission is lost (the enemy Breached the Outpost walls).

### 21.6. Game Variants

If you find the Last Outpost game too easy or difficult, feel free to use any of these Special Rules to modify the difficulty.

**(Easy)** Outpost Walls Defenses: friendly Units benefits of the Outpost wall defense; add one Armor to every friendly Unit to represent the protection provided by the walls

**(Easy)** Don't generate the initial Enemy Group on Node C

**(Hard)** Remove the MedKit Resource Cache

**(Hard)** Place two Multi-purpose counters on the Turn 15 box in the Turn record Track: when you reach this Turn:

- During the "Units Movement" Phase you can spend 20 Team Points to place additional Units on the Mission Map (on the Outpost Nodes)
- Place the two counters as additional Tension counters during the "Enemy Entrance" Phase

**("Come get some!")** Starting on Turn 15 add two Tension counters instead of one; Starting on Turn 5 add three Tension counters.

## 22.0 Game Variant: The Horde

The Horde is a game variant in which you and your team must hold out for as long as possible against ever increasing Waves of enemies in an attempt to survive a near endless onslaught from the Xeno menace. This is unlike any other variant in SI:R, and as such requires different components and strategies, all outlined below.

### 22.1. New Components:

- Horde cards



- Horde Maps



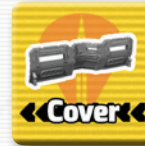
- Unit counters



- Enemy Unit counters



- Map counters



### 22.2. Setup

The Horde is played on the tactical Mission Map. Nodes have no Requirements or Event Strings. Instead of a counter representing the full Squad you will manage counters for the single Units and Enemies involved in the combat.

The standard game sequence is not used. Instead, use the Horde Mode sequence outlined in the following sections.

#### 22.2.1. Horde Map

The Horde is played on a tactical Mission Map that represents a small terrain area. The Nodes are represented as simple squares since there are neither Node Requirements nor Event String associated.

On each Node only one Unit or one Enemy Unit counter can be present at any time during the game.

The Mission Map is divided in three zones:

- **Mission Map:** This is the main part of the tactical Mission Map, composed of a series of Nodes connected by vertical and horizontal links: the bottom row (orange borders) is the Squad Setup Line, where you will place your Units, while the top row is the Enemy Entrance Line.

- **Squad Setup Line:** This is the bottom row of the Mission Map, where the Nodes have a brown border. Your Units will start the game here: Enemies will never enter this area. Three sectors in the Squad Setup Line are marked with a white hexagon, those are the sectors where a Unit can access the Resource Reserve zone.
- **Enemy Area:** This is the box at the top part of the Mission Map and represents the area where the enemies are gathering before the assault. Newly entered enemies are placed here while waiting to be transferred to the Mission Map. Enemies in this area cannot be targeted during the combat resolution. The zone labeled with “Special Entrance” is used to keep track of the enemies that will follow a special entrance procedure.

The Mission Map also contains two additional zones:

- **Resources Reserve:** This zone is used to keep track of the Resource not assigned to an Unit, and hence available.
- **Breach Level:** The box on the bottom right part of the Mission Map marked with a ‘5’ is used to keep track of the Breach Level reached by the Enemies. Once the Breach Level reaches the value of 5 the game is over.

### 22.2.2. Horde cards

Horde cards describe the Attributes of one Horde, and in particular the composition of the Enemy Groups (Waves) that you will face, their behavior during combat, and the available assets.

The different sections of the Horde card are described here below: a Horde card section will be referred by placing the section name between angular parenthesis; as an example **<Waves>** refers to the section labeled “Waves” on the Horde card.

## 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



**Alert Level:** The level (difficulty) of the Horde card. Your performance score will be determined using this value (See 22.9).

**Enemy Type:** The enemy Sheet (or Special Enemy) that will be used.

### HORDE: 001: FLESH EATERS

**Starting assets:** Squad Points, # of Resources and Build Points available when you reveal the Horde card.

**STARTING ASSETS:**

6 Resource Points  
30 Squad Points  
20 Building Points

**Inter-Wave assets:** Squad Points, # of Resources and Build Points available once you finish one Wave.

<b>INTERWAVE ASSETS:</b>	
5 Squad Points	
20 Building Points	

**Final Wave:** The enemy Forces that arrive on the final Wave.

<b>FINAL WAVE:</b>	
1 Queen, 5 Scouts	

**Wave Table:** The Enemy Unit counters that will be placed on the Mission Map once a Wave is revealed

<b>WAVE COMPOSITION</b>	
D	4 Scouts
S	1 Warrior, 4 Scouts
E	5 Scouts
B	2 Warrior, 2 Scouts

**Enemy Activation Table:** Used to determine the behavior of the Enemy Units during the Combat Phase

<b>ENEMY ACTIVATION</b>			
RN	I	II	III
1-	LA	LA	AA
2	RA	RA	A
3-5	A	A	A
6+	AA	AA	AA

### 22.2.3. Fortifications

This module includes several counters to represent special terrain features that will influence the movement and combat of your Units and of your enemies. With the exception of Cover, only one Fortification counter can be placed on a sector.

#### 22.2.3.1. Cover



Cover counters are placed in the five sectors of the Unit Setup Line at the beginning of every Horde: once placed Cover counters cannot be moved.

Multiple Cover counters can be placed on a single sector: this is an exception to the standard stacking rule for the fortifications. If a Unit suffers a Wound while on a Unit Setup Line where a Cover counter is present, you can discard the Cover counter to cancel the Wound.

Similarly, if an enemy suffers a Wound while on a sector where a Cover counter is present, you must discard the Cover counter to cancel the Wound.

#### 22.2.3.2. Obstacles



Obstacle counters represent impassable areas on the Mission Map. Obstacles can never be placed in adjacent sectors, a maximum of 2 Obstacle counters can be present on the Mission Map at any time. Obstacles can only be placed on the Mission Map row marked with the "3-4" label (the central row). LOS is blocked by an Obstacle counter.

No Unit or enemy can enter a sector with an Obstacle counter on it; exception: Type III enemies attempting to enter a sector with an Obstacle counter on it will remove the Obstacle.

#### 22.2.3.3. Explosives



Explosives can be detonated during combat by successfully targeting the sector where they're located (i.e. gaining one SL on Fire or Melee on the basis of the distance and spending the SL to target the sector).

Roll an RN and determine the number of Wounds to be allocated in the sector where the explosive is located and on the four adjacent sectors:

- 1 or less: no effect (dud)
- 2-4: two Wounds in the sector where the explosive is located; no effect on the adjacent sectors
- 5+: three Wounds in the sector where the explosive is located and one Wound on every adjacent sector

Remove the counter after the detonation and place a Smoke counter in the sector.

#### 22.2.3.4. Mines



Mines automatically detonate when one Enemy Unit counter moves into the sector where the Mine counter is located.

Roll an **extended** RN and determine the number of Wounds to be allocated to the enemy entering the sector with the Mine counter: on a result of 0-1 no Wounds are allocated, on a result of 2-4 allocate 3 Wounds, on a result of 5 allocate 4 Wounds, on a result of 6+ allocate 5 Wounds. Remove the counter after the detonation.

#### 22.2.3.5. Heavy Gun



A Unit on a sector with a Heavy Gun counter can use the Fire Skill values of the Gun ([2], [2]) instead of the Unit's Fire Skills. If the RN used for the activation of a Heavy Gun gives a result of zero the Heavy Gun is considered to be out of Ammo: move the counter to the Reserve Resource zone (you will be able to reload it later).

#### 22.2.3.6. Craters



Craters provide a permanent Cover point to any Unit/ Enemy in the sector where the counter is located (in other words a Crater will always cancel the first Wound inflicted to a Unit/ Enemy placed on the sector where the Crater is located).

Craters are normally placed on the Mission Map as a result of a special setup Requirement of a Horde card, and stay on the Mission Map for the rest of the game. Remove any other fortification when placing a Crater on a sector.

A maximum of 5 Crater counters can be placed on the Mission Map.

#### 22.2.4. Assets

During a Horde game session you will manage several "assets", including:

- Squad Points: used to buy Units
- Build Points: used to buy fortifications
- Units
- Resources

Assets are gained in different phases of the game: you start the game with some initial assets; you gain assets once you select a new Horde card and you also gain assets after each Wave. Keep track of all the assets on your Horde mode Mission Map.



## 22.3. Game Sequence

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The Horde uses a unique sequence of play, outlined below. Use this when playing The Horde and repeat until the game has ended.

1. Initial setup
2. Draw next Horde card
3. Wave Setup
  1. Wave pool preparation
  2. Determine next Wave
  3. Assets management
  4. Unit setup
  5. Fortifications Setup
  6. Special Setup
4. Wave Combat
  1. Enemy Entrance
  2. Enemy Movement
  3. Unit Movement
  4. Attack resolution
  5. End Combat Check
5. End Horde Phase
6. Victory Points calculation

### 22.3.1. End of the Game

A Horde session ends when one of the following cases applies

1. All the Units are killed during the Combat Phase
2. Enemies reach a Breach level (See 22.7.6.2) of 5 during the Combat Phase
3. The Horde deck is empty

In all the cases, proceed with the Victory Points calculation Phase to determine your Success Level.

## 22.4. Initial setup

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You start with 70 Squad Points, 4 Resources and 5 Build Points.

Select any number of Horde cards, shuffle all them together, and place them face down. You do not need to use all the Horde cards in one session.

Next, find your Mission Map and place it in front of you. If you are playing solo, use the 8.5 x 11 Horde map. If you are playing Coop (See 22.11), use the 11 x 17 Horde map.

## 22.5. Draw and Resolve next Horde card

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Draw the top card from the Horde deck. If the Horde deck is empty the game is over: proceed to the Victory Point calculation.

Place the Horde card next to the map you are using, and place three Multi-purpose counters on the card. These will help you track how many Waves you have to face.

## 22.6. Wave Setup

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Now that you know what you're facing, its time to get setup. You'll do this three times for each Horde card.

### 22.6.1. Wave Pool Preparation

The **Wave Composition Table** on the Horde card defines the list of Enemy Groups (Waves) that will enter the game. Each Wave is labeled with a letter; gather the Special Node cards whose letter corresponds to the Wave label, shuffle those cards and create a pile. This pile is called the **Wave Pool**.

**Example:**

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

Horde 0001 has the following Wave Composition Table

- D: 4 Scouts
- S: 1 Warrior, 4 Scouts
- E: 5 Scouts
- B : 2 Warriors, 2 Scouts

You must then gather Special Node cards D,S,E, and B, shuffle those cards and create a pile with those 4 cards.

**22.6.2. Determine Next Wave**

Each Horde card has “3” Waves for you to complete. The first two use the Wave Composition Table. Remove one Multi-purpose counter from the Horde card, and draw one card from the Wave Pool. Consult the **Wave Composition Table** to determine the composition of the Enemy Group for the selected Wave and place the corresponding Enemy Unit cards near the Horde map, and the representing counters in the Enemy Area.

If there is only one remaining Multi-purpose counter left on the Horde card, do not draw a card from the Wave Pool, instead, use the forces listed on the Horde card under “Final Wave”

**Example:** You pick the first card in the Wave Pool: it’s a “S”. Consulting the Wave Composition Table you got the following info:

<b>S</b>	<b>1 Warrior, 4 Scouts</b>
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You must place 1 Type II counter (Warrior) and 4 Type I counters (Scouts) in the Enemy Area.

If a Group of enemies is marked between parentheses, place the corresponding

counters in the “Special Entrance” zone of the Enemy Area.

**Example:** Wave S corresponds to “1 Giant Tree, (4 Creepers)”; place the Type III counter (Giant Tree) in the Enemy Area and the 4 Type I counters (Creepers) in the Special Entrance zone.

**22.6.2.1. New assets**

If this is the first Wave, add to your assets any element included in the **Starting assets** section of the Horde card.

If this is your second or final Wave add to your assets any element included in the Inter-Wave assets section.

INTERWAVE ASSETS:	
5	Squad Points
20	Building Points

**22.6.3. Assets management**

You can now use your assets to prepare your defense. Squad Points are used to purchase Basic Units as per Standard Play rules. Resources can be purchased and allocated to your Units (maximum two Resources per Unit).

Place the Resources on the Unit card as a reminder; additional Resources can be placed in the Resource Reserve zone on the Mission Map. The Squad Leader is always available at zero cost, you don’t need to place the Squad Leader counter on the map (the Squad Leader is never placed on the Mission Map).

You can spend 5 Build Points to buy one Resource: note that this is an exception to the normal rules to spend Squad Points. Fortifications can be purchased as follows:

- 2 Cover = 5 Build Points
- Mines, Explosives, Obstacles = 5 Build Points
- Heavy Gun (Reload) = 10 Build Points

- Heavy Gun (Place) = 5 Build Points to place a counter from Resource Reserve Zone to the map

In addition you can spend 5 Build Points to remove one Breach Level (remove one Damage counter from any sector in the Set-up Line).

#### **22.6.4. Unit Setup**

Place the Unit counters corresponding to the selected Units on the Squad Setup Line. Freely reposition any Unit already on the Mission Map.

#### **22.6.5. Fortification Setup Phase**

Place the previously purchased Fortifications on the Mission Map: remember that only one Fortification can be placed on a sector (except Cover); Obstacles can only be placed in the “3-4” row of the Mission Map and cannot be placed in adjacent sectors.

#### **22.6.6. Special Setup**

If a Horde card includes a **<Special Setup>** section, during the first Wave (only) apply the following effects on the basis of the content of the **<Special Setup>** section.

- **Place RN Craters:** Randomly place RN Craters using the Special Entrance procedure (See 22.7.1.2), i.e. drawing two RNs and using those values to identify column and row of placement on the Mission Map.  
A maximum of 5 Craters can be present on the Mission Map. If 5 Craters are already present stop placing additional counters.
- **Smoke Support:** Randomly place RN Smoke counters using the Special Entrance procedure (See 22.7.1.2), i.e. drawing two RNs and using those values to identify column and row of placement on the Mission Map. Add

+1 to the RN for the row placement (example: a result of “6”, “2” is modified to “6”, “3”).

### **22.7. Wave Combat**

Once everything has been, setup, it’s time to get the fight underway. The majority of the action in a Wave is contained in the “Wave Combat” step of a Turn.

First, the Enemy Units you’ve placed in the Enemy and Special Entrance Areas need to enter the Mission Map.

Then you’ll engage in the combat itself, alternate moving both the enemy and your Units, and then each side will fire at one another.

Combat will continue in this way, both side moving, and then both sides firing, until either the enemy Wave has been eliminated, or your Squad has been wiped out.

Here’s the sequence you’ll follow to resolve a Wave Combat:

1. Enemy Entrance
2. Enemy Movement
3. Unit Movement
4. Attack resolution
5. End Combat Check

#### **22.7.1. Enemy Entrance**

Enemies in the Enemy Area will attempt to enter the map now. Those units in any “Enemy Entrance” zone will enter the top row of the Mission Map using the Standard Entrance Rules (See 22.7.1.1) while those inside any “Special Entrance” zone could enter the Mission Map in any one of the three topmost rows using the Special Entrance rules (See 22.7.1.2).

An enemy cannot enter the Map if their destination sector is already occupied.

### 22.7.1.1. Standard Entrance

If there are Enemy Units in the Enemy Area outside the “Special Entrance” zone, then roll an RN for each enemy and place the counter in the sector in the upper row of the Mission Map whose range corresponds to the value of the RN. If the sector is already occupied the enemy will remain in the Enemy Area.

Check for Type I enemies entrance, then for Type II and finally for Type III.



**Standard Entrance Example:** One Type I Enemy is in the Enemy Area. You roll an RN and get a “2”: the enemy is moved in the sector labeled ‘B’ in the topmost row of the Mission Map, corresponding to the label “2”

### 22.7.1.2. Special Entrance

If there are Enemy Units in any “Special Entrance” zones then you will Roll two RNs for each enemy:

The first RN is for the column of the Mission Map where the Enemy Unit can be deployed.

The second RN is for the row within the column designated by the first RN where the two RNs meet is the sector the Enemy Unit will be deployed

If the sector is already occupied the enemy will remain the Enemy Area.

Check for Type I enemies entrance, then for Type II and finally for Type III.



**Special Entrance example:** One Type I enemy is in the “Special Entrance” zone of the Enemy Area. You draw two RN and get a “4” and “3”: the “4” is used to identify the column of the Mission Map, in this case the column labeled “C”.

The second RN (“3”) is used to identify the row of Mission Map, in this case the second one, corresponding to the range “3-4”. The enemy is hence moved in the sector corresponding to column C, second row.

### 22.7.2. Enemy Movement

Roll a single RN and consult the enemy Activation Table on the Horde card: for each enemy on the field, depending on the type, execute the list of actions described on the table in the row corresponding to the RN.

The possible enemy actions are:

- **W – Wait:** the enemy will stay in the current sector
- **L/R – Move left/Right:** If possible, the Enemy Unit counter is moved one sector to the left or to the right.

If the left/right sector is occupied or the enemy is already on the leftmost/rightmost sector, then the enemy won’t move (consider this as a W)

- **A – Advance:** If possible the enemy will move toward the Squad Setup Line (i.e. towards the bottom of the Mission Map). If the enemy is already adjacent to the Squad Setup Line the enemy won’t move.

If the advance requires the enemy to enter a sector with an Obstacle or

another Enemy/Unit on it, execute a L/R action instead (your choice)

- **@ – No attack:** The enemy won't participate to the next Attack Resolution; rotate the Enemy Unit counter 90 degrees clockwise as a reminder
- **C – Cover:** Place a Cover counter in the sector where the enemy is located (this represents the use of cover in the area)
- **H – Hide:** If the enemy is not adjacent to the Squad Setup Line remove the counter and place it in the Special Entrance zone of the Enemy Area.

#### **22.7.2.1. Enemy Movement Restrictions**

Enemies can only move toward an empty sector; enemies cannot enter the Squad Setup Line nor leave the Mission Map.

Remove any Cover counter from a sector when an enemy moves out of it.

If an enemy enters a sector with a Mine counter on it, resolve the Mine effect immediately.

#### **22.7.3. Player Unit Movement**

Each player Unit can do one of the following:

- Move 1 sector and attack
- Move up to 3 sectors without attacking; rotate the Unit as a reminder that it won't be able to attack in the next Attack resolution
- Move 1 sector and get up to two Resources from the Resources Reserve (must be on a sector are marked with a white hexagon); rotate the Unit as a reminder that it won't be able to attack in the next Attack resolution.
- Reduce the Breach Level; pick a RN: on a result of 2+ remove one Damage counter (Green Wound) from the current sector (this action is only pos-

sible if the Unit is on a sector with at least one Green Wound counter on it)

In addition, two adjacent Units can swap their position: this counts as one sector move for both Units.

Please note that, while enemies can't move into the Squad Setup Line, your Units can move anywhere on the Mission Map (within the standard movement restrictions).

#### **22.7.4. Attack Resolution**

For each eligible enemy and Unit roll an RN and execute a Melee or Fire Skill check on the basis of the distance to the target.

To execute an attack you must have a clear LOS from the attacker to the target sector: the LOS is determined by tracing a path of adjacent sectors. Obstacles, Enemies, Units and Smoke block the LOS.

Enemies will use the following priority when attacking:

- Target an adjacent empty Squad Setup sector in the Squad Setup Line
- Target an adjacent sector with a Wounded Unit
- Target an adjacent sector with a Unit
- Target the nearest non-adjacent Wounded Unit
- Target the nearest non-adjacent Unit
- Target the nearest empty Squad Setup sector in the Squad Setup Line

(You can rotate the enemy counter in the upright position once you've completed the attack as a reminder)

For each Unit, determine the result of its attack and freely allocate the Wounds to any eligible target in range (place the Wound counters under the enemy counter as a reminder).

Combat is simultaneous (i.e. the overall effects are applied only at the end of this Phase).

#### **22.7.4.1. Distance and LOS**

Distance is determined by calculating the number of sectors in the shortest path from the attacker to the target. If the shortest path includes one Obstacle counter, a Smoke counter, an enemy or a Unit the LOS is blocked and the attack is not possible. The distance from the attacker to the target sector determines the Skill to be used during the Attack Resolution Step.

- Distance 1: Melee
- Distance 2-3: Fire

Sniper can only Fire at distance 3.

Grenades can be launched at distance 2.

#### **22.7.4.2. Increasing the Breach Level**

An enemy attacking an empty Squad Setup sector in the Squad Setup line adds its Melee SL to the Breach Level: update the Breach Level accordingly by placing a number of orange Multi-purpose counters equal to the SL in the target sector. If one or more Cover counters are present in the attacked Squad Setup sector in the Squad Setup line, remove one Cover counter per SL before increasing the Breach Level.

If the number of Breach Level counters reaches 5, the game ends immediately! Proceed to the Victory Point calculation (See 22.9).

#### **22.7.4.3. Grenades**

Grenades can be launched at a distance of two sectors instead of a standard activation (you don't need to roll a RN for the Unit launching the Grenade). Grenade Damage can be allocated to a single sector or evenly distributed among two adjacent sectors if both are at distance 1 or 2 from the Unit launching the Grenade.

Smoke Grenades create a Smoke counter in the target sector: place the counter in the sector as a reminder. Smoke blocks the LOS until it dissipates (on a result of "6+").

#### **22.7.5. End Combat Check**

If any enemies remain on the map, its time to reorganize your assets and begin combat again.

If you have successfully cleared the Mission Map of any Enemy Units and none remain in any Enemy or Special Entrance Area, check the current Horde card. If there are any Multi-purpose counters remaining on the card, Perform a Final Reorganize (See 22.7.5.2) and proceed to Wave Setup (See 22.6) and setup for the next Wave.

If there are no Multi-purpose counters remaining on the card, proceed to the End Horde Phase.

##### **22.7.5.1. Reorganize**

To reorganize, first remove all killed Units and killed enemies. Then check for smoke removal: roll an RN for each Smoke counter, and remove it on a result of 6+.

##### **22.7.5.2. Final Reorganize**

Before you can get ready for the next Wave, you have to deal with the fallout of the last one. First, any Heavy Guns are considered as out of ammunition. Move the counter to the Resource Reserve zone. Next, Units can be freely repositioned on the map. Lastly, remove one Breach Level from any one sector of the map

## 22.8. End Horde Phase

Now its time to lick our Wounds and get ready for the next fight. First, remove any Wound counters from the surviving Units. Then assign them experience, purchase any upgrades you wish from their Squad Roster, and check the Horde deck. If there are any Horde cards remaining, proceed to draw the next Horde card (See 22.5). If however there are none left, you've done the impossible! Proceed to Victory Point calculation for a job well done!

### 22.8.1. Experience Points

Allocate to every Unit that survived the Horde a number of Experience Points (XP) equal to the highest Alert Level of the played Horde cards.

XP can be spent using the Standard Play rules to increase the Skill Levels of the Unit or to promote the Unit to Veteran.

## 22.9. Victory Point calculation

Calculate the final Victory Points as follows:

- Sum the Alert Level of all the Horde cards and multiply this number by 50
- Add the remaining Squad Points and Build Points
- Add 5 VP for each Resource
- Add 20 VP for each surviving Unit

Keep track of the VP to evaluate how good your Units performed against the Xenos.

## 22.10. Changes to Standard Play rules

- **Command Squad Points** are generated in the Attack Resolution Phase and can be used only as Support (+1AP modifier to Fire or Melee) or Suppressive Fire (if you're using the Orders optional rule).

- **Cybers:** the Protection Special Attribute of the Cybers is active only if there is a Drone adjacent to a Guardian or Behemoth.

## 22.11. Two Players Game

The Horde can be played Coop by two players with the following changes to the rules. Use the Mission 16 map.

- **Obstacles (22.2.3.2):** 1 maximum of 4 Obstacles can be placed
- **Craters (22.2.3.6):** A maximum of 10 Craters can be placed
- **Initial Setup (22.4):** You start the game with 2x the assets - 140 Squad Points, 8 Resources and 10 Build Points
- **Determine Next Wave (22.6.2):** Each Wave will include two identical Groups of enemies (i.e. the enemies shown in the Wave Composition Table are doubled). Player A will place one set of Enemy counters in the Enemy Area labeled "A" while player B will place the other set of Enemy counters in the Enemy Area labeled "B"
- **New assets (22.6.2.1):** Double the number of assets in the <Starting assets> or <Inter-Wave assets> section of the Horde card
- **Assets Management (22.6.3):** Assets can be freely spent by both players to acquire Units, Resource and fortifications.  
Unit cards are the only limit: you can only choose your Units among the 10 Basic Units. One of the players will take the Leader card
- **Enemy Entrance (22.7.1):** Enemy counters in the Enemy Area labeled "A" will enter the 5 leftmost columns of the Mission Map, labeled with "A".

Similarly Enemy counters in the Enemy Area labeled “B” will enter the 5 rightmost columns of the Mission Map, labeled with “B”

## 22.12. Using Hordes in Campaign Play

When playing a Campaign, you can introduce the Horde Module in several ways: in every case the Horde session is played in addition to the missions required by the Campaign.

### 22.12.1. Training Field

A Unit involved on a single Horde session (regardless the length) is always promoted from Green to Regular. As an exception to the Standard Play rules to prepare the Horde deck, you can create a Horde deck with a single card for this objective.

### 22.12.2. Battle Experience

A Unit involved in a Horde session can use the standard procedure (See 22.8.1) to gain additional XP. Each Unit can gain these extra Squad Points once per Campaign: write “BXP” in the Unit’s Status area on the Squad Roster as a reminder.

### 22.12.3. Secondary Objectives

The Horde session represents a secondary objective of the Space Infantry command. At the end of the Horde session you gain the following extra Campaign VP, on the basis of the current AL and the VP obtained in the Horde session.

Current AL	Horde Victory Points	Campaign VP
1	2	1
2	3	1
2	5	2
3	4	1
3	8	2
3	12+	3

You can play a “Secondary Objectives” Horde only once per Campaign.

### 22.12.4. Additional changes to the Campaign rules.

During Campaign Play, you must select for the Horde session at least one Unit from the Squad Roster. Other Units in the next Horde session will be considered part of different Squads.

For the “Secondary Objectives” mode, at least half of the Units involved (rounded up) must be selected from the Squad Roster and the Squad Leader must be among them.

At the end of the Horde session roll an RN for each Unit selected in your Squad Roster that was incapacitated and consult the following list:

- **1 or less:** The Unit is killed. Write a Killed in the Unit’s Status area on the Squad Roster
- **2–4:** The Unit requires Medical Treatment. Write “Recovering” in the Unit’s Status area on the Squad Roster
- **5–6:** The Unit recovers quickly from his Wounds. Erase any entry from the Unit’s Status area on the Squad Roster

Only Units selected from the Squad Roster gain the additional XP.



## 23.0 Glossary

**Action Points** – Also called “AP.” Action Points are generated by drawing a Random Number counter from the pool.

**Armor** – An automatic defense bonus, marked as a green shield on the Unit card or Enemy sheet. Units or Enemies with an Armor icon may ignore Wounds against them, unless those Wounds were dealt by an Armor Piercing Weapon / Special Attribute.

**Award** – Special achievements that can be earned during Campaign Play, such as completing a mission with no Resources.

**Basic Unit** – Mostly combat-oriented Units that make up the majority of a Squad (blue Unit cards).

**Campaign** – A series of missions that are played over time using the same Units. Decisions are more long-term, as you must be careful to protect your Special Units, acquired Traits, and use Strategic Options to ensure a successful conclusion.

**Campaign Sheet** – One of the provided sheets in the game that allows you to track your Squad’s progress through a Campaign.

**Class** – An important part of the Event String. It labels what type of Event will take place, whether it will be an enemy Scout patrol (a more casual Event) or a camp/Hive (a more serious Event).

**Combat Round** – Combat takes place in Rounds, when you determine Combat Range, assign Wounds, and remove any killed Units or Enemies.

**Command Points** – Also called “CP.” CP in the Core Rules are spent to modify RNs and possibly Ambush the enemy. CP in the Optional Rules are spent on Orders that provide unique tactical advantages.

**Company** – The largest Group of military Units in the *Space Infantry: Resurgence* world. Squads are assembled from several Units in a Company. In a Campaign, there are three different Companies of Units at your disposal, as well as one to create for yourself.

**Enemy** – One of many different types of foes that you will encounter throughout the various planets you visit and missions you undertake. From religious fanatics to carnivorous plants, each Enemy is different and presents an interesting challenge that you must consider during mission preparation.

**Entry Point** – The specific tunnel from which a Squad is entering the first sector of a Hive Mission.

**Event** – Something that happens while resolving a Node. Events are often combat, but sometimes there are other things to interact with or discover.

**Event String** – Also referred to as “string.” Found at the bottom of a Node, the string is made up of two parts: the Scope (the range that the RN must fall into in order to trigger the Event) and the Class (casual or serious Events).

**Hive Mission** – A mission that takes place underground and uses variable setup rules so that each mission is unique.

**Incapacitated** – A possible state of a Unit during Campaign Play. In Standard Play, Units who are killed in combat are considered “killed.” During Campaign Play, Unit’s who are killed are instead considered “incapacitated” and may be able to recover from their injuries under Medical Treatment. During Campaign Mission Debriefing, you check to see if they can recover from the injury or if the injury was lethal. Incapacitated Units cannot be selected as part of a Squad until they have fully recovered from their injury.

**Infiltration Zone** – The starting sector and surrounding sectors that are used to set up a Hive Mission.

**Killed** – A possible state of a Unit during Campaign Play. Unit's in "killed" state have fallen in combat during a previous mission and are no longer available for future missions during this Campaign. The only way to replace them is by choosing a Strategic Option that adds a replacement Unit to the Squad.

**Mission** – An individual scenario that takes place on a Mission Map. Each mission has a unique layout and objective, so players must plan carefully to bring the most useful Units and Resources to accomplish the mission objective. There are two types of missions: Surface missions and Hive missions. Surface missions are labeled with an "S" (S004), and Hive missions are labeled with an "H" (H002).

**Mission Briefing** – The top portion of the Mission Map or the Hive Mission description. The Mission Briefing contains background information, Special Rules, and the mission objective.

**Mission Map** – The board that contains the information that you need to play a mission. The top portion is the Mission Briefing, which contains any Special Rules and the mission objective, and the rest of the Mission Map shows the physical layout of the various locations in the mission. Surface missions use Mission Map; Hive Missions generate a random Mission Map area with the sector tiles.

**Mission Objective** – The most important goal that the Squad must accomplish in order for the mission to be a success. The mission objective can be found in the Mission Briefing (the top portion of a Mission Map or the Hive Mission description).

**Node card** – A point of interest on the Mission Map or in the Hive. All Nodes contain an Event String that must be checked to see if an enemy is near or if the Squad can advanced to the next Node.

**Node Requirement** – An important part at the top of a Node. It is made up of two parts: the skill name (Advance, Demolition, etc.) and the Success Levels (a number, usually 1–4).

**Open tunnel** – A pathway on a sector that leads off the edge of a tile (i.e., there is no sector already adjacent to it). For example, when the first sector is placed, any pathway that touches the edge of the tile is considered an "open tunnel" and the Squad may entire the Hive through that tunnel.

**Orders** – The game mechanic that represents a Squad Leader's capacity to coordinate the Squad. CP can be spent on specific Orders to the Squad, such as Take Cover or Suppressive Fire.

**Random number** – Also called "RN." Various mechanics of the game require the player to draw a Random Number counter from the pool.

**Rank** – Basic Units come in three varieties: Green, Regular or Veteran. Green Units are only used during Campaign Play. Regular Units are trained soldiers who are still gaining valuable experience, so they cost fewer Squad Points than a Veteran Unit. Veteran Units are exceptionally Skilled soldiers, so they cost more Squad Points than Regular Units.

**Ready** – A possible state of a Unit during Campaign Play. Unit's in "Ready" state are available to send on the next mission.

**Resources** – Many different tools that a Squad can carry to assist them during the mission, such as Grenades, MedKits, and Demo Charge Resources.

**Scope** – One part of the Event String that shows which Random Numbers trigger the Event if you draw them.

**Sector** – A smaller portion of the otherwise very large Hive. Each Hive tile, known as a “sector,” contains 1–4 Nodes (but mostly 2–3), and many sectors display Special Rules that only apply to Nodes in that sector.

**Skill** – A certain proficiency that Units or Enemies possess, such as *Melee*, *Fire*, *Science*, etc. All Units and Enemies possess at least one Skill, and most possess multiple Skills.

**Skill Check** – The way that Unit’s advance around the Mission Map and resolve Nodes. A Skill Check divides the Unit’s AP for that Turn by his Skill Level of that particular Skill to determine how many Success Levels a Unit achieved.

**Skill level** – How proficient a Unit is at any given task (*Computers*, *Fire*, etc.). Lower numbers represent a higher proficiency.

**Special Node** – Some missions call for Special Nodes, which are counters that you draw from a Special Node Pool. These Nodes are unknown until you reach them and are forced to deal with whatever is there at that location.

**Specialist Unit** – Mostly specialized Units that are extremely proficient at certain types of Skills (brown Unit cards).

**Squad** – The entire collective of Units that you are taking on any given mission. Each Squad contains one Squad Leader, several Basic Units, and some Special Units to be well-rounded and prepared for any possible encounter.

**Squad Leader** – The most important member of the Squad, the Squad Leader is responsible for the lives of those he commands.

His Special Attribute to give orders and rally his troops will affect how well the rest of the Units in the Squad perform.

**Squad Roster** – One of the provided sheets in the game that allows you to track your Units’ progress, Status, and abilities as they advance through a multi-mission Campaign.

**Strategic Options** – New tactical alternatives, like extra Resources or new recruits for the Squad, that are only available during Campaigns.

**Surface mission** – A mission that takes place on the surface of a planet or in space.

**Trait** – A unique Trait that can be assigned to one of your Units during Campaign Play, such as *Tactician* or *Marksman*.

**Time counter** – The counter that sits on the Turn Record Track and displays how much time is remaining in the mission.

**Turn Record Track** – The area where you keep your Resources, track how many Turns are remaining in the mission, and reference which Orders you can give your Squad.

**Unresolved Sector** – A sector containing Nodes that the Squad has not visited yet. When a Squad travels to an Unresolved Node, you can place a new sector.

**Unit** – The Skilled soldiers who make up your Squad. Units are one of two types: Basic Units (mostly combat-oriented) and Special Units (unique Unit’s like the *Medic* or *Engineer*).

**Wave** – A Group of Enemies. Waves are composed of a mix of Enemy Units and enter the Mission Map in the Enemy Area.

### 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	<input type="checkbox"/>	Beta Ammo	<input type="checkbox"/>	<input type="checkbox"/>
+1 Intel Resource	<input type="checkbox"/>	Plasma Gun	<input type="checkbox"/>	<input type="checkbox"/>
+2 Medkit Resources	<input type="checkbox"/>	Plasma Grenades	<input type="checkbox"/>	<input type="checkbox"/>
Max Resources = 9	<input type="checkbox"/>	Medical Support	<input type="checkbox"/>	<input type="checkbox"/>
+20 Squad Points	<input type="checkbox"/>	+2 Resources	<input type="checkbox"/>	<input type="checkbox"/>
Personal Favor	<input type="checkbox"/>	Scout Support	<input type="checkbox"/>	<input type="checkbox"/>
New ATV	<input type="checkbox"/>	Platoon HQ Support	<input type="checkbox"/>	<input type="checkbox"/>
Mortar Support FIRE...2/2/3/3	<input type="checkbox"/>	Experts	<input type="checkbox"/>	<input type="checkbox"/>
Heavy Battlesuit	<input type="checkbox"/>	Mines	<input type="checkbox"/>	<input type="checkbox"/>

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

## END MISSION PROCEDURE

- Recover units under Med. Treatment
- Promote Green Units
- Score Victory Points
- Check for Leader Awards
- Check for Incapacitated Units:
  - « 1 = Unit Killed
  - « 2-4 = Unit requires 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, 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 enemies 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.

**VPs Victory Level Table**

<b>0-9</b>	<b>Major Defeat</b>
<b>10 - 14</b>	<b>Minor Defeat</b>
<b>15 - 17</b>	<b>Tactical Victory</b>
<b>18 - 21</b>	<b>Major Victory</b>
<b>22+</b>	<b>Decisive Victory</b>

**CAMPAIGN LOG**

#	ID	Mission Notes Deck
1		<b>A</b> ALERT LEVEL = 1
2		<b>A</b>
3		<b>A</b>
4		<b>A</b> ALERT LEVEL = 2
5		<b>A</b>

**MISSION DECK**

**Deck - A**

**H001**

**H002**

**H003**

**H004**

**H005**

**H006**

**AI 1 Events x2**

**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 STRATOP 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 requires Med Treatment
  - « 3-6 = Unit recovers all wounds

**VICTORY POINTS EARNED**

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

**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 group had converged and things quickly spiraled out of control.

**VPs Victory Level Table**

<b>0 - 15</b>	<b>Major Defeat</b>
<b>16 - 23</b>	<b>Minor Defeat</b>
<b>24 - 27</b>	<b>Tactical Victory</b>
<b>28 - 32</b>	<b>Major Victory</b>
<b>33+</b>	<b>Decisive Victory</b>

**CAMPAIGN LOG**

#	ID	Mission Deck	Notes
1		A	<b>ALERT LEVEL = 1 ENEMY = Cybers</b>
2		A	
3		A	
4		A	<b>ALERT LEVEL = 2</b> Add 1 AL2 Event tot he Deck
5		B	
6		B	
7		B	<b>ALERT LEVEL = 3</b> Add 1 AL3 Event to the Deck
8		B	Add 1 AL3 Event tot he Deck

**MISSION DECK**

Deck - A	Deck - B
S001	S005
S002	H004
H001	S009
S003	H007
H002	H008
H006	S011
S006	S010
<b>Al 1 Events x3</b>	<b>AL 2 Event</b> <b>AL 3 Event</b>

**STRATOPs**

Reinforce	<input type="checkbox"/>	Beta Ammo	<input type="checkbox"/>	<input type="checkbox"/>
+1 Intel Resource	<input type="checkbox"/>	Plasma Gun	<input type="checkbox"/>	<input type="checkbox"/>
+2 Medkit Resources	<input type="checkbox"/>	Plasma Grenades	<input type="checkbox"/>	<input type="checkbox"/>
Max Resources = 9	<input type="checkbox"/>	Medical Support	<input type="checkbox"/>	<input type="checkbox"/>
+20 Squad Points	<input type="checkbox"/>	+2 Resources	<input type="checkbox"/>	<input type="checkbox"/>
Personal Favor	<input type="checkbox"/>	Scout Support	<input type="checkbox"/>	<input type="checkbox"/>
New ATV	<input type="checkbox"/>	Platoon HQ Support	<input type="checkbox"/>	<input type="checkbox"/>
Mortar Support FIRE....2/2/3/3	<input type="checkbox"/>	Experts	<input type="checkbox"/>	<input type="checkbox"/>
Heavy Battlesuit	<input type="checkbox"/>	Mines	<input type="checkbox"/>	<input type="checkbox"/>

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

**END MISSION PROCEDURE**

- Recover units under Med. Treatment
- Promote Green Units
- Score Victory Points
- Check for Leader Awards
- Check for Incapacitated Units:
  - « 1 = Unit Killed
  - « 2-4 = Unit requires 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

### 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 - 11	Major Defeat
12 - 17	Minor Defeat
18 - 21	Tactical Victory
22 - 25	Major Victory
26+	Decisive Victory

## CAMPAIGN LOG

#	ID	Mission Deck	Notes
1		A	<b>ENEMY = Cybers</b>
2		A	You must select one of the "Hard" Variants for this mission
3		A	<b>Use the Void Spiders for all 5+/A Events</b>
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 DECK

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

## STRATOPs

Reinforce	<input type="checkbox"/>	Beta Ammo	<input type="checkbox"/>	<input type="checkbox"/>
+1 Intel Resource	<input type="checkbox"/>	Plasma Gun	<input type="checkbox"/>	<input type="checkbox"/>
+2 Medkit Resources	<input type="checkbox"/>	Plasma Grenades	<input type="checkbox"/>	<input type="checkbox"/>
Max Resources = 9	<input type="checkbox"/>	Medical Support	<input type="checkbox"/>	<input type="checkbox"/>
+20 Squad Points	<input type="checkbox"/>	+2 Resources	<input type="checkbox"/>	<input type="checkbox"/>
Personal Favor	<input type="checkbox"/>	Scout Support	<input type="checkbox"/>	<input type="checkbox"/>
New ATV	<input type="checkbox"/>	Platoon HQ Support	<input type="checkbox"/>	<input type="checkbox"/>
Mortar Support FIRE....2/2/3/3	<input type="checkbox"/>	Experts	<input type="checkbox"/>	<input type="checkbox"/>
Heavy Battlesuit	<input type="checkbox"/>	Mines	<input type="checkbox"/>	<input type="checkbox"/>

- 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 STRATOP 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 requires 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			10		
2			11		
3			12		
4			13		
5			14		
6			15		
7					
8					
9					

## SCENARIO SEQUENCE

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

## STRATOPs

Reinforce	<input type="checkbox"/>	Beta Ammo	<input type="checkbox"/>	<input type="checkbox"/>
+1 Intel Resource	<input type="checkbox"/>	Plasma Gun	<input type="checkbox"/>	<input type="checkbox"/>
+2 Medkit Resources	<input type="checkbox"/>	Plasma Grenades	<input type="checkbox"/>	<input type="checkbox"/>
Max Resources = 9	<input type="checkbox"/>	Medical Support	<input type="checkbox"/>	<input type="checkbox"/>
+20 Squad Points	<input type="checkbox"/>	+2 Resources	<input type="checkbox"/>	<input type="checkbox"/>
Personal Favor	<input type="checkbox"/>	Scout Support	<input type="checkbox"/>	<input type="checkbox"/>
New ATV	<input type="checkbox"/>	Platoon HQ Support	<input type="checkbox"/>	<input type="checkbox"/>
Mortar Support FIRE....2/2/3/3	<input type="checkbox"/>	Experts	<input type="checkbox"/>	<input type="checkbox"/>
Heavy Battlesuit	<input type="checkbox"/>	Mines	<input type="checkbox"/>	<input type="checkbox"/>

- 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.

## 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 requires 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 played
2	No STRATOPs played
1	Mission Success by turn 14



**C006 - The Steel Bones: Cyber Controlled system LB33-X  
-//CY 2691 After Action Report Steele Bones Testing//-**

When the Colonial Fleet slipped 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 Steele Bones units that really evened the odds long enough to get the colonists out.

**VPs Victory Level Table**

<b>0 - 15</b>	<b>Major Defeat</b>
<b>16 - 23</b>	<b>Minor Defeat</b>
<b>24 - 27</b>	<b>Tactical Victory</b>
<b>28 - 32</b>	<b>Major Victory</b>
<b>33+</b>	<b>Decisive Victory</b>

**CAMPAIGN LOG**

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

**MISSION DECK**

**Deck - A**

SB01

SB02

SB03

SB04

**STRATOPs**

Reinforce	<input type="checkbox"/>	Beta Ammo	<input type="checkbox"/>	<input type="checkbox"/>
+1 Intel Resource	<input type="checkbox"/>	Plasma Gun	<input type="checkbox"/>	<input type="checkbox"/>
+2 Medkit Resources	<input type="checkbox"/>	Plasma Grenades	<input type="checkbox"/>	<input type="checkbox"/>
Max Resources = 9	<input type="checkbox"/>	Medical Support	<input type="checkbox"/>	<input type="checkbox"/>
+20 Squad Points	<input type="checkbox"/>	+2 Resources	<input type="checkbox"/>	<input type="checkbox"/>
Personal Favor	<input type="checkbox"/>	Scout Support	<input type="checkbox"/>	<input type="checkbox"/>
New ATV	<input type="checkbox"/>	Platoon HQ Support	<input type="checkbox"/>	<input type="checkbox"/>
Mortar Support FIRE....2/2/3/3	<input type="checkbox"/>	Experts	<input type="checkbox"/>	<input type="checkbox"/>
Heavy Battlesuit	<input type="checkbox"/>	Mines	<input type="checkbox"/>	<input type="checkbox"/>

- 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 STRATOP 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 requires 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

### CO01 - 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	<input type="checkbox"/>	Beta Ammo	<input type="checkbox"/>	<input type="checkbox"/>
+1 Intel Resource	<input type="checkbox"/>	Plasma Gun	<input type="checkbox"/>	<input type="checkbox"/>
+2 Medkit Resources	<input type="checkbox"/>	Plasma Grenades	<input type="checkbox"/>	<input type="checkbox"/>
Max Resources = 9	<input type="checkbox"/>	Medical Support	<input type="checkbox"/>	<input type="checkbox"/>
+20 Squad Points	<input type="checkbox"/>	+2 Resources	<input type="checkbox"/>	<input type="checkbox"/>
Personal Favor	<input type="checkbox"/>	Scout Support	<input type="checkbox"/>	<input type="checkbox"/>
New ATV	<input type="checkbox"/>	Platoon HQ Support	<input type="checkbox"/>	<input type="checkbox"/>
Mortar Support FIRE....2/2/3/3	<input type="checkbox"/>	Experts	<input type="checkbox"/>	<input type="checkbox"/>
Heavy Battlesuit	<input type="checkbox"/>	Mines	<input type="checkbox"/>	<input type="checkbox"/>

- 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 STRATOP 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 requires 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

## LEADER

Name: \_\_\_\_\_ Status: \_\_\_\_\_  
Trait: \_\_\_\_\_  
Cost: \_\_\_\_\_ XP: \_\_\_\_\_

## CORE UNITS

Cost: _____	XP: _____	<b>Fire Team A</b>	Status: _____
Trait: _____			
Cost: _____	XP: _____	<b>Fire Team B</b>	Status: _____
Trait: _____			
Cost: _____	XP: _____	<b>Assault Team A</b>	Status: _____
Trait: _____			
Cost: _____	XP: _____	<b>Assault Team B</b>	Status: _____
Trait: _____			
Cost: _____	XP: _____	<b>CQC</b>	Status: _____
Trait: _____			

## SUPPORT UNITS

Cost: _____	XP: _____	<b>Shotgun</b>	Status: _____
Trait: _____			
Cost: _____	XP: _____	<b>Sniper</b>	Status: _____
Trait: _____			
Cost: _____	XP: _____	<b>Heavy Weapon</b>	Status: _____
Trait: _____			
Cost: _____	XP: _____	<b>Zero-G Team A</b>	Status: _____
Trait: _____			
Cost: _____	XP: _____	<b>Zero-G Team B</b>	Status: _____
Trait: _____			

## VEHICLES

Cost: _____	XP: _____	<b>Pillum</b>	Status: _____
Trait: _____			

## 51<sup>ST</sup> COMPANY

The 51st company was the first to deploy during the first contact war. They have been involved in every major incident since then, and as such have been awarded more honors than any other company.

## COMPANY TRAITS

- Bull Strength:** This unit has 1 extra wound.
- Eagle Eye:** This unit may make one Fire Attack before Combat.
- Deadly Strike:** This unit's Melee attack does two damage.
- Parry:** Re-roll one enemy Melee attack per combat turn.

## SPACE INFANTRY TRAITS

- Aide-de-camp:** Squad Leader gains +1 AP to all Command Skill Checks
- Marksman:** This unit gains +1 AP to all Fire Skill Checks.
- Brawler:** This unit gains +1 AP to all Melee Skill Checks.
- Runner:** This unit gains +2 AP to all Advance Skill Checks.
- Tactician:** Modify the Range roll by 1, up or down.

## REINFORCEMENTS

- Green Recruit**
- Line Recruit**

### LEADER

Name: \_\_\_\_\_ Status: \_\_\_\_\_

Trait: \_\_\_\_\_

Cost: \_\_\_\_\_ XP: \_\_\_\_\_

### CORE UNITS

Cost: _____	XP: _____	<b>Fire Team A</b>	Status: _____
		Trait: _____	
Cost: _____	XP: _____	<b>Fire Team B</b>	Status: _____
		Trait: _____	
Cost: _____	XP: _____	<b>Assault Team A</b>	Status: _____
		Trait: _____	
Cost: _____	XP: _____	<b>Assault Team B</b>	Status: _____
		Trait: _____	
Cost: _____	XP: _____	<b>CQC</b>	Status: _____
		Trait: _____	

### SUPPORT UNITS

Cost: _____	XP: _____	<b>Shotgun</b>	Status: _____
		Trait: _____	
Cost: _____	XP: _____	<b>Zero-G Team A</b>	Status: _____
		Trait: _____	
Cost: _____	XP: _____	<b>Zero-G Team B</b>	Status: _____
		Trait: _____	

### VEHICLES

The 89th is not trained in the use of Vehicle Operation or Combat. If a mission requires a Vehicle, spend two STRATOP cards to take the Vehicle for that mission.

### 89<sup>TH</sup> COMPANY

The 51st company was formed during the tail end of the First Contact war. The decent into Tau-12s tunnel network necessitated a rapid alteration in tactics and training. They've been in continuous operations ever since.

### SPECIAL COMPANY RULES

**Tunnel Rats:** While in a Hive, all Units gain +1 AP to their Advance and Scout Skill Checks.

**Advance Recon:** Ignore the Pitch Black rule.

**Training Focus:** Zero-G Teams cost 10 more Squad Points to purchase.

### COMPANY TRAITS

- Lucky:** Reroll one skill check during Activation.
- First Strike:** This unit may make one Melee Attack before Combat.
- Active Camo:** Assign one enemy unit a -1 AP Modifier for an encounter. This Modifier may be moved after rolling for Range.

### SPACE INFANTRY TRAITS

- Aide-de-camp:** Squad Leader gains +1 AP to all Command Skill Checks
- Marksman:** This unit gains +1 AP to all Fire Skill Checks.
- Brawler:** This unit gains +1 AP to all Melee Skill Checks.
- Runner:** This unit gains +2 AP to all Advance Skill Checks.
- Tactician:** Modify the Range roll by 1, up or down.

### REINFORCEMENTS

- Green Recruit**
- Line Recruit**

## LEADER

Name: \_\_\_\_\_ Status: \_\_\_\_\_  
Trait: \_\_\_\_\_  
Cost: \_\_\_\_\_ XP: \_\_\_\_\_

## CORE UNITS

Cost: _____	XP: _____	Trait: _____	Status: _____
Cost: _____	XP: _____	Trait: _____	Status: _____
Cost: _____	XP: _____	Trait: _____	Status: _____
Cost: _____	XP: _____	Trait: _____	Status: _____
Cost: _____	XP: _____	Trait: _____	Status: _____

## SUPPORT UNITS

Cost: _____	XP: _____	Trait: _____	Status: _____
Cost: _____	XP: _____	Trait: _____	Status: _____
Cost: _____	XP: _____	Trait: _____	Status: _____
Cost: _____	XP: _____	Trait: _____	Status: _____
Cost: _____	XP: _____	Trait: _____	Status: _____

## VEHICLES

Cost: \_\_\_\_\_ XP: \_\_\_\_\_ Status: \_\_\_\_\_  
Trait: \_\_\_\_\_

## COMPANY

\_\_\_\_\_

## SPACE INFANTRY TRAITS

- Aide-de-camp:** Squad Leader gains +1 AP to all Command Skill Checks
- Marksman:** This unit gains +1 AP to all Fire Skill Checks.
- Brawler:** This unit gains +1 AP to all Melee Skill Checks.
- Runner:** This unit gains +2 AP to all Advance Skill Checks.
- Tactician:** Modify the Range roll by 1, up or down.

## REINFORCEMENTS

- Green Recruit**
- Line Recruit**

### LEADER

Name: \_\_\_\_\_ Status: \_\_\_\_\_

Trait: \_\_\_\_\_

Cost: \_\_\_\_\_ XP: \_\_\_\_\_

### CORE UNITS

Cost: \_\_\_\_\_ XP: \_\_\_\_\_ **Fire Team A** Status: \_\_\_\_\_

Trait: \_\_\_\_\_

Cost: \_\_\_\_\_ XP: \_\_\_\_\_ **Fire Team B** Status: \_\_\_\_\_

Trait: \_\_\_\_\_

Cost: \_\_\_\_\_ XP: \_\_\_\_\_ **Assault Team A** Status: \_\_\_\_\_

Trait: \_\_\_\_\_

Cost: \_\_\_\_\_ XP: \_\_\_\_\_ **Assault Team B** Status: \_\_\_\_\_

Trait: \_\_\_\_\_

Cost: \_\_\_\_\_ XP: \_\_\_\_\_ **CQC** Status: \_\_\_\_\_

Trait: \_\_\_\_\_

### SUPPORT UNITS

Cost: \_\_\_\_\_ XP: \_\_\_\_\_ **Shotgun** Status: \_\_\_\_\_

Trait: \_\_\_\_\_

Cost: \_\_\_\_\_ XP: \_\_\_\_\_ **Sniper** Status: \_\_\_\_\_

Trait: \_\_\_\_\_

Cost: \_\_\_\_\_ XP: \_\_\_\_\_ **Heavy Weapon** Status: \_\_\_\_\_

Trait: \_\_\_\_\_

Cost: \_\_\_\_\_ XP: \_\_\_\_\_ **Flamer** Status: \_\_\_\_\_

Trait: \_\_\_\_\_

Cost: \_\_\_\_\_ XP: \_\_\_\_\_ **Zero-G Team A** Status: \_\_\_\_\_

Trait: \_\_\_\_\_

### VEHICLES

Cost: \_\_\_\_\_ XP: \_\_\_\_\_ **Pillum** Status: \_\_\_\_\_

Trait: \_\_\_\_\_

### 65<sup>TH</sup> COMPANY

The 65th company are trained in close quarters combat and ranger tactics. Intended for the rural or agriculture colonies in the deep range, this company saw great success as forward scouts and targeted strike teams.

### COMPANY TRAITS

- Bull Strength:** This unit has 1 extra wound.
- Charge:** The first Melee attack from this unit in each combat round gains +2 AP.
- Fearless:** This unit's gains +2 AP on Morale Checks.
- Battle Fury:** Unit gains +1 AP to all Skill checks in combat for each wound it has.
- Weapon Master:** Unit can re-roll 1 failed Melee Skill Check each Combat Phase.

### SPACE INFANTRY TRAITS

- Aide-de-camp:** Squad Leader gains +1 AP to all Command Skill Checks
- Marksman:** This unit gains +1 AP to all Fire Skill Checks.
- Brawler:** This unit gains +1 AP to all Melee Skill Checks.
- Runner:** This unit gains +2 AP to all Advance Skill Checks.
- Tactician:** Modify the Range roll by 1, up or down.

### REINFORCEMENTS

- Green Recruit**
- Line Recruit**

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**Why We Do What We Do**

We love playing games, as well as designing and developing them. We give praise and thanks to God for blessing us so we can follow our dreams and passions. We also thank you our fans, friends and family for making this possible for us.

# SPACE INFANTRY

## RESURGENCE

The United Systems are under Siege. What started as isolated incursions in the Deep range, Inner Reach and even the Jovian Habitats, has escalated into all out war against our species. Enemies too numerous to count are pushing us

on all fronts and we've been losing ground with every passing year. Worse still, a new Xenos Mind has emerged; some dark hand guiding the alien threats against us in new and unpredictable ways.

To answer this threat and regain the offensive, the Space Infantry Core has been re-tasked. Armed with cutting edge weaponry, vehicles, and strategic options, we now have the means to drive back the Xeno threat, from the depths of their hives to the cold of space.

**Space Infantry: Resurgence** is a solo to 2 player game in which players will build a Space Infantry Squad, outfit them with deadly weapons and vehicles, then guide that squad through a multi-mission persistent campaign. Fight alone, as a team, or against another player taking the role of the Xeno Mind.



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- > 181x Node Cards
- > 45x Xenos Mind Cards
- > 34x Unit Cards
- > 116x Enemy Unit Cards
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- > 23x STRATOP Cards
- > 24x Mission Cards
- > 25x Scenario Cards
- > 19x Encounter Cards
- > 1x Coop Sheet
- > 4x Squad Rosters
- > 12x Mission Sheets
- > 12x Hive Tiles
- > 8x Horde Cards
- > 3x Player Aids
- > 6x Campaign Sheets

