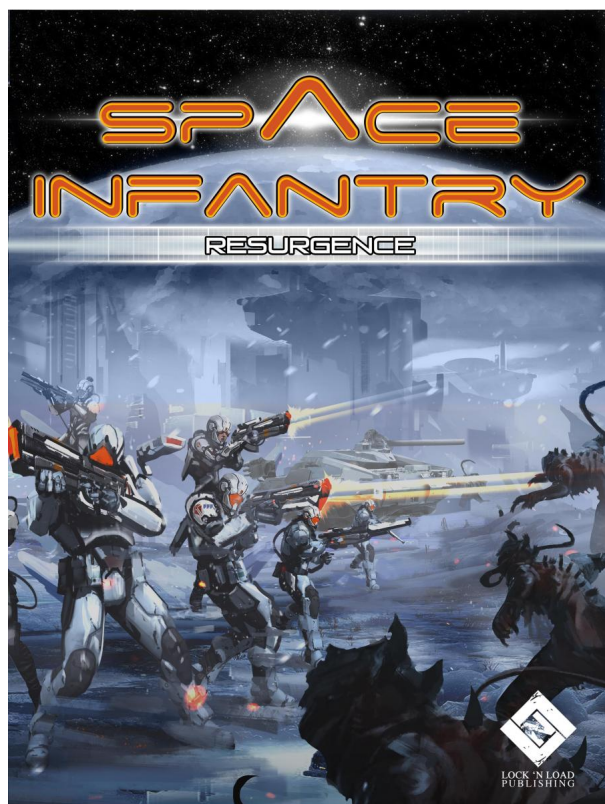


## Space Infantry: Resurgence



Third installment in the Space Infantry series.

Rating: Not Rated Yet

**Price**

Price £80.95

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Manufacturer [LOCK N LOAD PUBLISHING](#)

## Description

This third installment in the Space Infantry series takes the core concept of an elite squad of veteran sci-fi soldiers fighting through random obstacles to reach an objective, using only the tools they bring with them and what they can scrounge from the environment to a new level. Main additions are co-op play, dice, and "node" cards.

The chit-based random number generation system has been replaced with physical dice. Static maps have been replaced with randomized locations on a set layout. Nodes towards a mission goal still exist but are no longer printed on the mission sheet. Instead, a deck of "node" cards are drawn and placed on an 11 x 17 map sheet as the mission progresses. To further customize the experience, the "node deck" can be split into specific encounter types such as zero – g, Hazardous terrain, science facility and so on.

**Space Infantry: Resurgence** also brings together every module, both by LnLP and by the game's developer, including New Worlds, Hordes mode, Steele Bones, and The Last Outpost with new components, systems, and artwork.

## Space Infantry – Resurgence Contains:

- 3 x Counter Sheets with over 260 .75 (3/4th) 2mm thick counters.
- 16 x Mission Maps.
- 1 x 135 page Core Rule Manual.
- 181 x Node Cards.
- 45 x Xeno Mind Cards.
- 34 x Unit Cards.
- 116 x Enemy Unit Cards.
- 16 x Enemy Race Cards.
- 23 x STRATOP Cards.
- 24 x Cards.
- 25 x Scenario Cards.
- 19 x Encounter Cards.
- 1 x Coop Sheet.
- 4 x Squad Rosters.
- 12 x Mission Sheets.
- 12 x Hive Titles 2mm Thick.
- 8 x Horde Cards.
- 3 x Player Aid Cards.
- 6 x Campaign Sheets.
- 2 x Six Sided 16mm Dice.
- 1 x Heavy Duty Box 9.0" Wide x 12.5" Tall x 3" Deep.