CAMPAIGN NAME/TIME

(2665–2666) **Exodus**

Sector 0432.2561.8701 (Quarthago IV)

A planetary disaster forced Quarthago IV's population to evacuate. The Cybers attempted to exploit this exodus and capture the eight billion inhabitants to sell them as slaves and as guinea pigs. The Earth forces supported the defence of Quarthago IV, and the skirmish quickly escalated to a major conflict.

VICTORY CEVEL TABLE

0–15 Victory Points: Major defeat

16-23 VP: Defeat

24–27 VP: Tactical victory 28–32 VP: Major victory 33+ VP: Decisive victory

CAMPAIGN LOG

	ID	TABLE	NOTES
		A	Alert level=1
2		A	
3		A	
		A	Alert level=2 Add 1 to the RN on the Mission Table
5		В	
6		В	
7		В	Alert level=3 Add 2 to the RN on the Mission Table
8		В	Add 2 to the RN on the Mission Table

MISSIONS TABLE

RN	A	В
	S001	S005
2	S002	H004
3	H001	S009
	S003	H007
5	H002	H008
6	H006	S011
7.1.	S006	S010

END MISSION PROCEDURE

- Recover Any Unit under Medical Treatment
- Promote Green Units
- Score Victory Points
- Check for Leader Awards
- Check for Incapacitated Units (see below)

Incapacitated Units

1-: Unit killed

2–4: Unit requires medical treatment

5+: Unit fully recovers from wounds

STRATECIC OPTIONS

Line Recruit	
Green Recruit	
+1 Intelligence Resource	
+2 Medikits	
Max Resources = 9	
+20 Squad Points	
One Free Specialist	
New ATV	
Mortar Support (Fire [2][2][3][3])	
Heavy Battlesuit	
Beta Ammo	
Plasma Grenades	
Medical Support	
Medical Supplies	
Scout Support	

VICTORY POINTS

- 3 Mission successfully completed
- 2 Aborted mission successfully reattempted
- Mission aborted (no other VP gained)
- Mission failed (Turn 0/Failed reattempt)
- Mission failed (Turn 0/Failed reattempt) with no survivors
- + For every 10 unspent Squad Points
- + For every 2 unspent Resources
- Only one Strategic Option chosen
- **2** No Strategic Options chosen
- Mission completed before turn 14

Up to 2 Strategic Options can be chosen per mission.

No Strategic Option can be chosen when reattempting an aborted mission.