CAMPAIGN NAME/TIME

(2665–2666) **Exodus - The Cyber's caves**
Sector 0432.2561.8701 (Quarthago IV)

A planetary disaster forced Quarthago IV's population to evacuate. The Cybers created an immense network of sub-surface tunnels on the planet to move the enslaved habitants to the Cybers' transport ships. This campaign covers the critical underground operations of the Exodus conflict as the Space Infantry fight through the Cybers' tunnels.

VICTORY LEVEL TABLE

0–11 Victory Points: Major defeat
12–17 VP: Defeat
18–21 VP: Tactical victory
22–25 VP: Major victory
26+ VP: Decisive victory

CAMPAIGN LOG

#	ID	TABLE	NOTES
1		**A**	Enemy: Cybers
2		**A**	You must select one of the "Hard Level" variants available for this Mission
3		**A**	Use the Void Spiders to generate all the "5+/A" encounters
4		**B**	
5		**B**	You must select one of the "Hard Level" variants available for this Mission
6		**B**	You must select one of the "Hard Level" variants available for this Mission

Alert level=1

MISSIONS TABLE

RN	A	B
1-	H001	H003
2-3	H002	H007
4-5	H006	H008
6+	H004	H005

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

STRATEGIC OPTIONS

Line Recruit	☐	☐
Green Recruit	☐ ☐ ☐ ☐ ☐	☐
+1 Intelligence Resource	☐	☐
Max Resources = 9		☐
+20 Squad Points		☐
One Free Specialist		☐
Heavy Battlesuit		☐
Beta Ammo		☐
Plasma Grenades	☐	☐
Medical Support		☐
Scout Support		☐

VICTORY POINTS

3 Mission successfully completed

2 Aborted mission successfully reattempted

1 Mission aborted (no other VP gained)

-1 Mission failed (Turn 0/Failed reattempt)

-3 Mission failed (Turn 0/Failed reattempt) with no survivors

+1 For every 10 unspent Squad Points

+1 For every 2 unspent Resources

1 Only one Strategic Option chosen

2 No Strategic Options chosen

1 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.