

## CAMPAIGN NAME/TIME

## VICTORY LEVEL TABLE

### CAMPAIGN LOG

#	ID	TABLE	NOTES
1			
2			
3			
4			
5			
6			
7			
8			

### MISSIONS TABLE

RN	A	B
1-		
2		
3		
4		
5		
6+		

### 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
- 5-6: Unit fully recovers from wounds

### STRATEGIC OPTIONS

### 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 Options can be chosen when reattempting an aborted mission.